

Nintendo 64
TUROK: DINOSAUR HUNTER

DOOM 64



Nintendo 64



Arcade

Castlevania X



PlayStation

GAMEPRO

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issue
103

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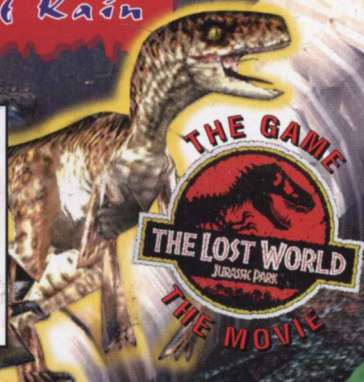
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Legacy of Kain*

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III
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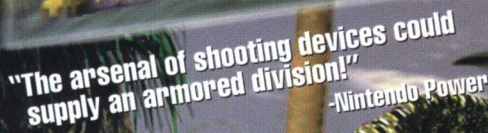
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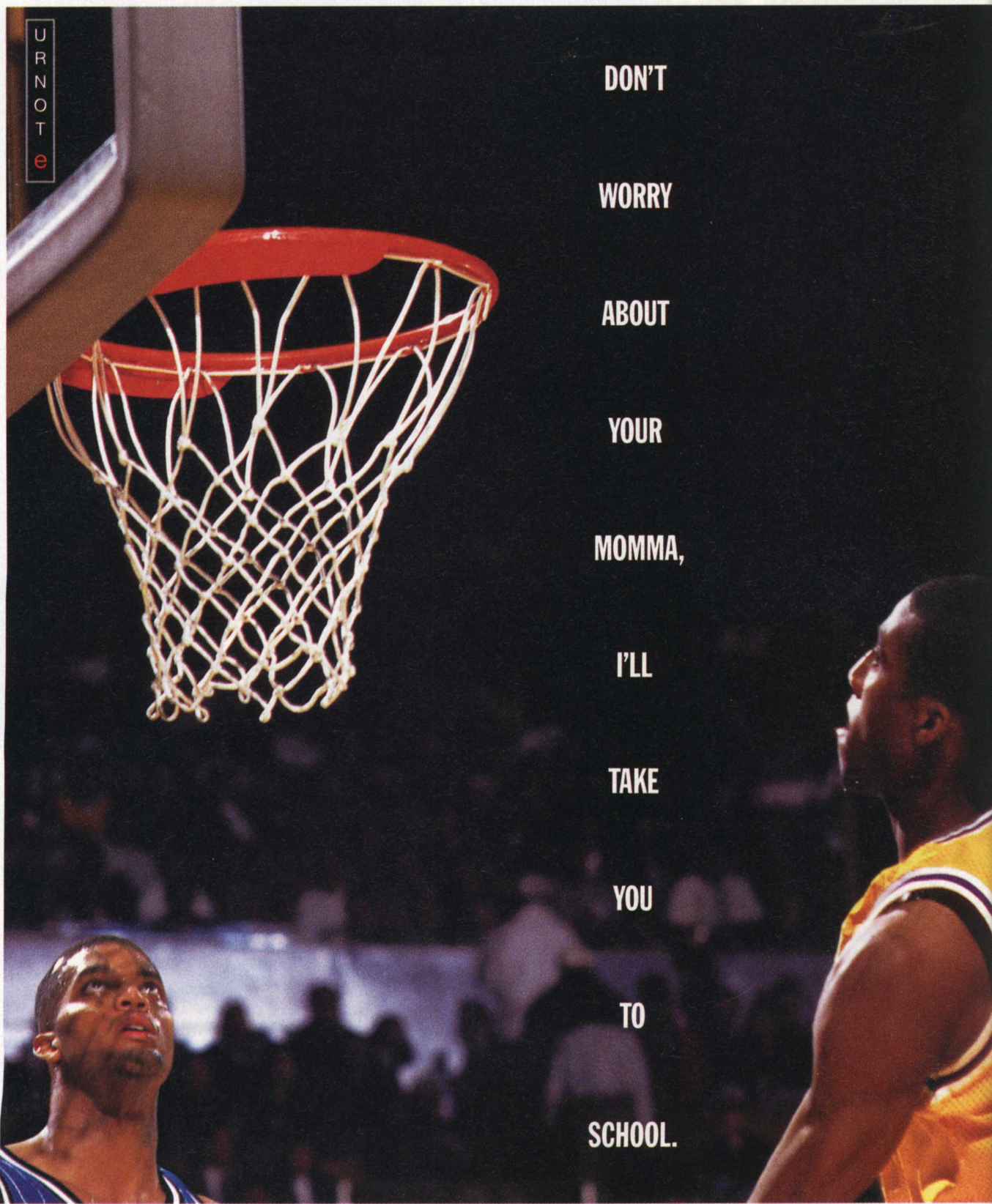
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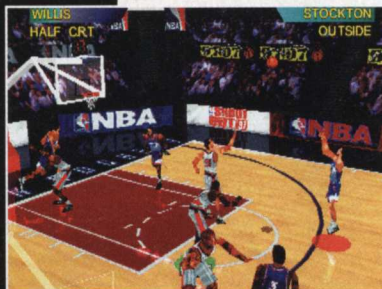
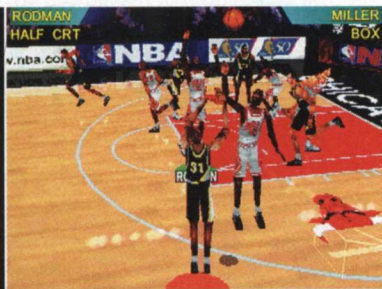
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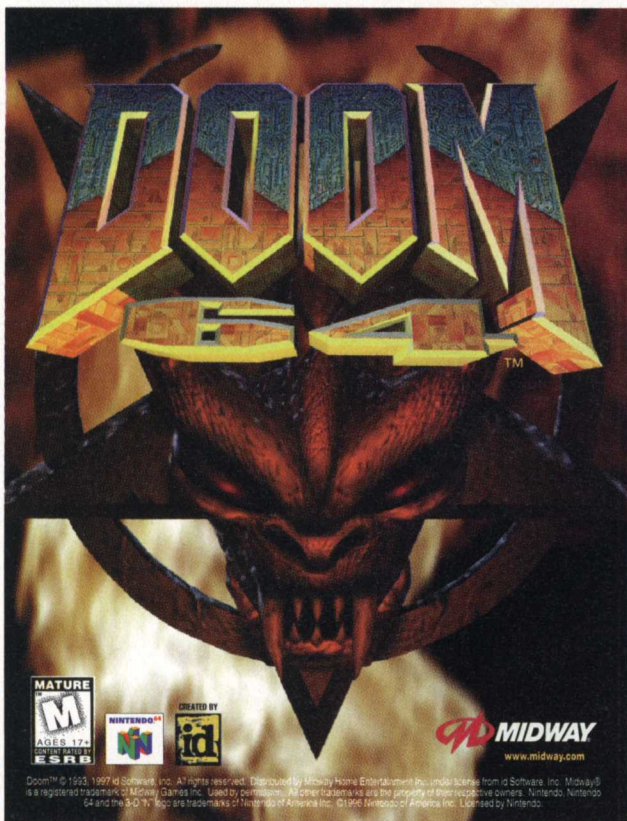
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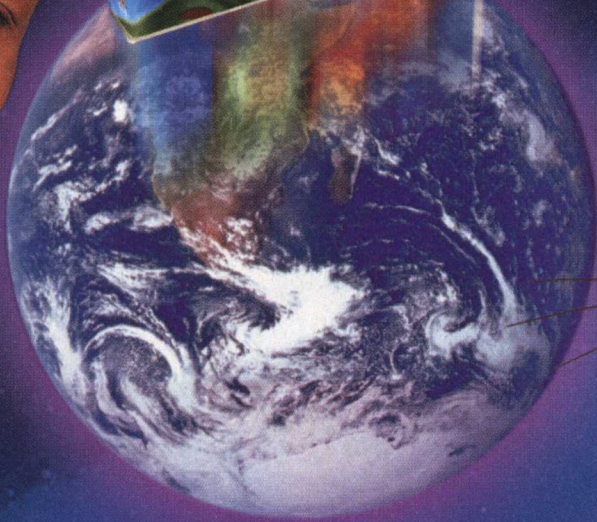
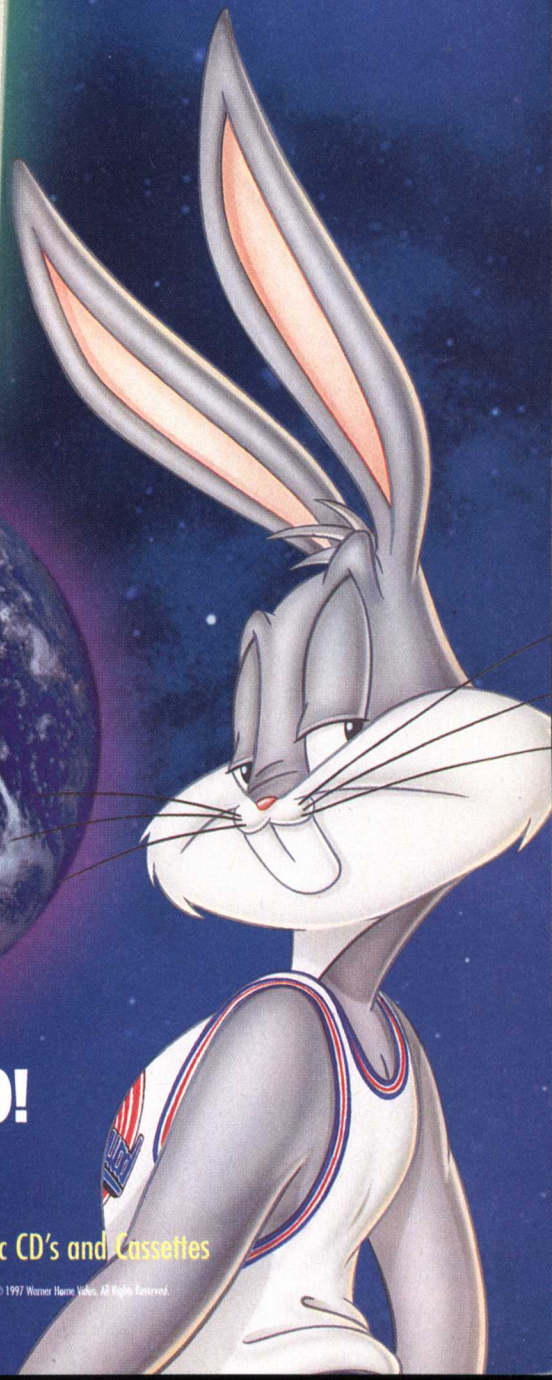
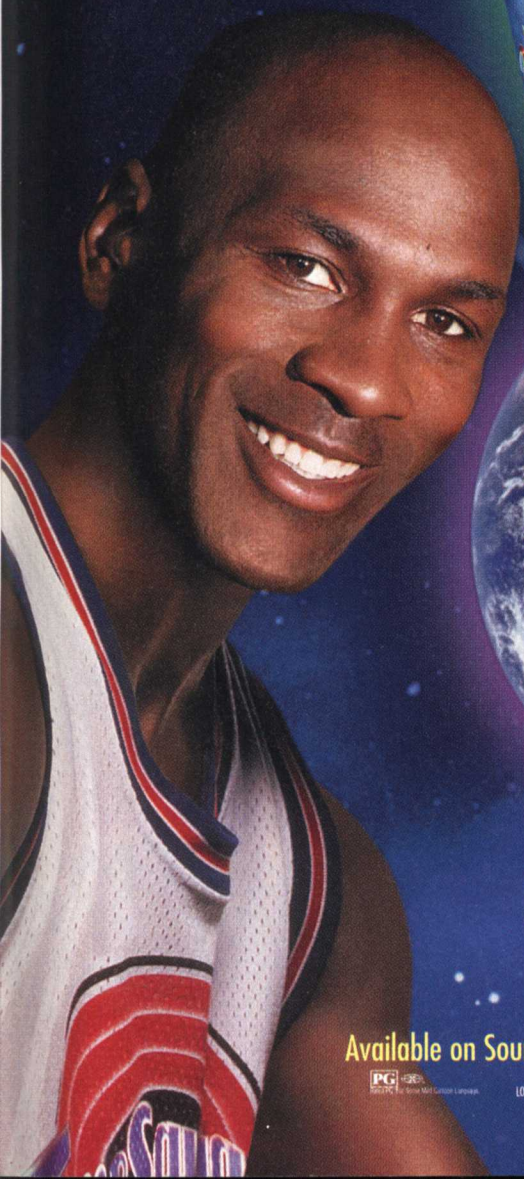
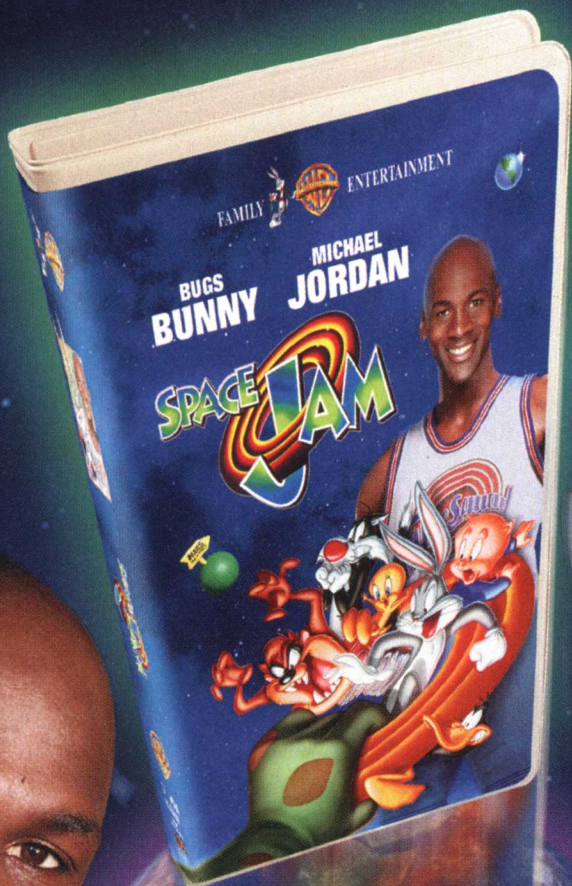
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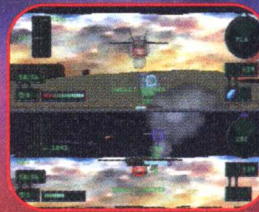
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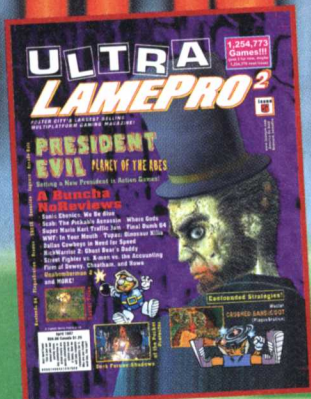
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LamePro returns! Page 31.



COVER FEATURE

116 Soul Blade (PlayStation)

Soul Blade could be the fighting game of the year! Part One of this experts' strategy guide features basic moves, specials, combos, and more for the fighters Taki, Hwang, Voldo, Li Long, and Mitsurugi.



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Namco has arcade hits like Tekken 3 and PlayStation winners like Time Crisis just waiting to happen.

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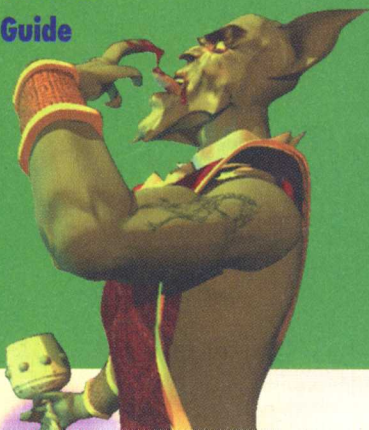
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Blood Omen: Legacy of Kain PlayStation ProStrategy Guide

How to live in the world of the undead.

The Fighter's Edge

Soul Blade, Part One



Street Fighter III (Arcade)

This basic move list will help you stay in the fight.

WWF: In Your House (PlayStation, Saturn)

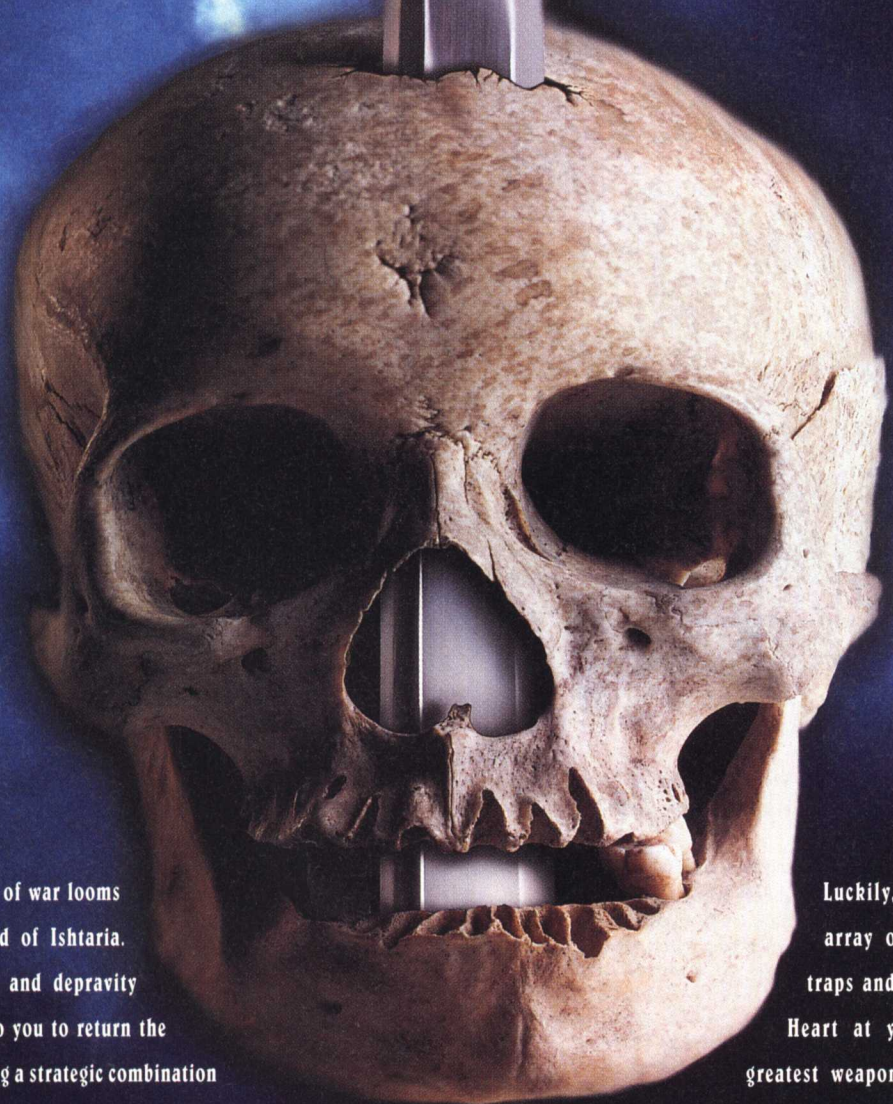
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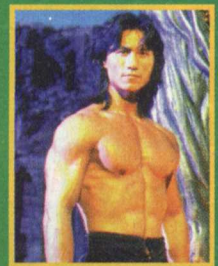
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Robin Shou returns as Liu Kang in *Mortal Kombat Annihilation*. Page 20.

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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

They're at it again. Two senators have once more mounted an attack against video game violence (see "ProNews," March). Many gamers, including Dana Geiss in the letter at right, are wondering when Congress will be satisfied. Games already carry ratings. Movies and TV shows carry ratings. CDs carry warning stickers. What's next: Ratings for football teams that have hard-hitting defenses?

To be fair, Congress has good intentions. Senators Lieberman and Kohl sincerely believe that playing violent video games will affect kids. In most cases, that's not true. Most gamers aren't influenced by violence, whether it's in an arcade, in a theater, or on TV. Unfortunately, every once in a while, one person commits

THE RATINGS RUCKUS

lyric, or a scene from a TV cop show. From then on, parents and senators declare open season on these perceived influences.

It's too bad that a few people's actions can stop everyone from having a good time, but that's what happens. Look at speed limits: Most people feel they can drive safely and happily at 75 mph on the freeway without getting in accidents, but because a few people get nervous or reckless at those speeds, we all have to drive slower.

The *GamePro* staff takes great pains to be responsible about what appears in the magazine. You certainly let us know when you disagree with our content, be it editorial or ads. But we have to admit, a gory game can be more fun to play than one that's sanitized. We trust in the intelligence of our readers and we stand up for what we believe, just as all gamers should stand up for what they believe. If you don't, maybe one day this will be a nation where Barney is the only TV star, Disney makes the only movies, and Tetris is the only video game.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA



a violent act and claims they were inspired by a *Mortal Kombat* fatality, an Ozzy Osbourne

THE RATINGS RUCKUS

An item appears in the March issue about senators who want stronger enforcement of video game ratings [see "ProNews"]. Every year they resurrect this issue about video game violence. Every year some games feature more violence anyway. And you know what? Every year kids play these games and nothing bad happens! That's because kids can tell the difference between reality and fantasy yet these senators act like we're all foaming at the mouth because we play violent video games. Why can't they just leave us gamers alone?

Dana Geiss
Austin, TX

Bonehead replies:

You're asking a question that a lot of gamers are asking. See our adjacent "Letter from the GamePros."

THE MAGAZINE BIZ

I'm a three-year veteran of *GamePro*, and in all that time I've never seen you give any game a 0.0 Fun Factor rating, although in your 100th issue you gave *Battle Arena Toshinden URA* for the Saturn a 0.5 [see *ProReview*, January]. Have you ever given any 0.0s for Fun Factor?

Brian Seffer
via Internet

Coach Kyle replies:

*So far the 0.5 Fun Factors for *Battle Arena Toshinden URA* and *College Football USA '97* for the SNES (see "Sports*

*Pages," March) stand as our all-time lows. Other games that scored low Fun Factors are *Battle Zone/Super Breakout for the Game Boy* (1.0), *Battle Monsters for the Saturn* (1.0), and *Dragon: The Bruce Lee Story for the SNES* (1.5), to name just a few.*



Shallow gameplay, weak graphics, and lame sounds took the fire out of *Dragon: The Bruce Lee Story* on the SNES.

GAMES 'N' GEAR

In response to Johnathan Floyd's comments in your January issue about the lack of African-Americans in RPGs [see the "Complaint Corner" in "Head 2 Head"], he should check out Square's upcoming *Final Fantasy VII* for the PlayStation. One of the main characters, Barret, is African-American.

Patrick Bass
via Internet



On the *FF VII* demo disc, Barret teams with Cloud and Aeris to destroy Shin-Ra's power station.

In *Super Mario RPG*, there's an enemy named Mack the Knife. Isn't that the name of a song? Is there a connection?

Chris Zimbaldi
Middletown, NJ

Captain Cameron replies:

There is indeed an old song called "Mack the Knife" which was made popular in the 1950s by singer Bobby Darin. The character, however, is named that because of his shape, which resembles a sword.

In the December 1995 issue, you showed a picture of a Virtual Boy with green, red, blue, and yellow buttons on the controller [see "Buyers Beware"]. My Virtual Boy has only gray and black buttons. Why?

Yo Ross
Willowbrook, IL

Dr. Devon replies:

Yo, we asked a Nintendo spokesperson to throw light onto the colors. Here's what he said: "That picture was of a Japanese Virtual Boy. Nintendo's Japanese controllers have always had multicolored buttons, whereas American controllers have buttons with fewer colors. There's no real explanation why, it's probably just a tradition." By the way, Yo, check our "ProNews" in January for the obituary of the recently deceased Virtual Boy.

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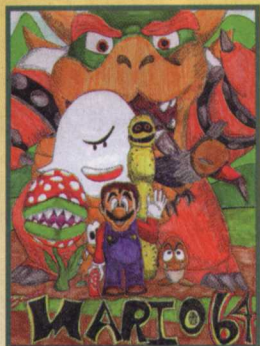
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Art Attack

Pick of the Month



Toby Lopez, Kearney, NE



Rory Bresnahan, Racine, WI

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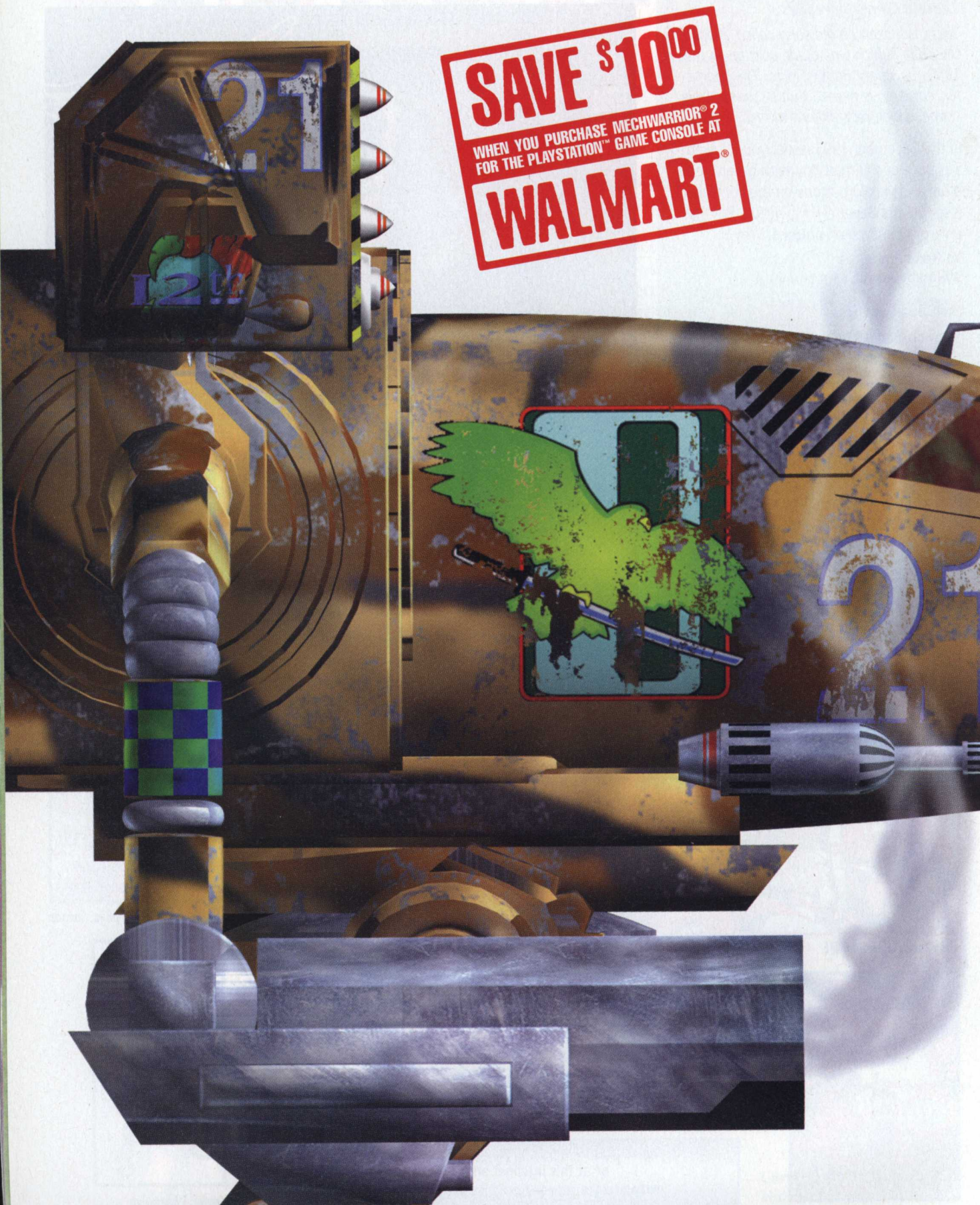


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BUYERS BEWARE



By The Watch Dog

Ah, at last a month where there were no consumer complaints, just perfect gameplaying bliss for me, for my fellow gamers, and yea, for all mankind. April fool's! Gamers still have questions, and we still have answers, as shown below.

Q: My PlayStation has a hard time reading some of the games from Electronic Arts such as NBA Live '96, Triple Play '97, and The Need for Speed. All these games worked briefly and then stopped. I can't even play the music for some of them (though a regular CD player plays their music). All my non-EA games usually work fine. I take good care of my PlayStation and always keep the CDs clean with a CD cleaner. The system is on a flat, well-ventilated surface, so I know the problem is not because of overheating.



The Need for Speed: A need for a pit stop?

Kevin Davis via Internet

A: **An EA Customer Service rep says:** "We haven't heard of any chronic problems like this with EA games for any system. One thing to check is your peripherals: Third-party controllers or memory cards may cause occasional problems with games. Send these problematic games, an explanatory letter with your phone number, and whatever receipts or warranties you have, to:

EA Customer Warranty
P.O. Box 7578
San Mateo, CA 94403-7578

"We'll test the games and call you. We may even replace any defective games, and you'll be charged a nominal exchange fee."

Q: In Cartago, Costa Rica, a new PlayStation costs \$325, an N64 costs \$330, and top CD games like Crash Bandicoot, Tekken 2, and Street Fighter Alpha 2 cost \$100. Why is everything so expensive here?

Reynaldo Mata Carranza, Cartago, Costa Rica

A: **Perrin Kaplan, director of corporate affairs for Nintendo of America, explains:** "High prices in other countries are the result of import duties that those countries add on to products they import. These duties vary from country to country. Also driving up the prices are markups by individual retailers. The manufacturer's suggested retail price is only that—a suggestion—and any store in any country can charge whatever they think they can get."

Q: I have InterAct's Memory Card Plus for the PlayStation. Sometimes it erases my saved files, even though there should be plenty of memory available. What's going on?

Robin Miers, Santa Cruz, CA

A: **An InterAct Accessories rep says:** "The Memory Card Plus (MCP) compresses saved files. When the PlayStation was first released, the

MCP had no problem saving games. Lately, software companies are using file compression when they program certain sports games, sims, and RPGs. Files already compressed within the software may not be compressed a second time. Thus, when storing these games on the MCP, you may run into complications and be forced to delete a file. To ask questions and discuss our exchange policy, call InterAct Customer Service at 410/238-2424, or e-mail us at support@gameshark.com."



InterAct takes action

Q: A statement on the back of the box of NFL Quarterback Club '97 for the PlayStation says you can "substitute any player at any position." The owner's manual, however, says that "a player may only be substituted for one who plays the same position." Is there some false advertising going on here?

Dan Green, Dowagiac, MI



Sub strategy

A: **An Acclaim Customer Service rep says:** "It's not really false advertising, just awkward phrasing on the game box. The manual is correct: Quarterback Troy Aikman, for instance, cannot be used to sub for a wide receiver. The box's statement wrongly implies that you can mix up players and positions."

At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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PRONEWS

April 1997

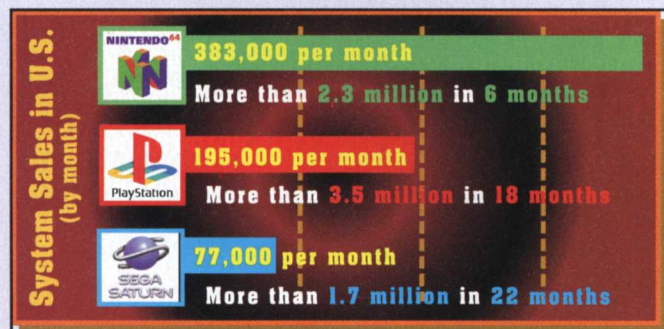
Nintendo 64 Claims Holiday Sales Victory

The numbers are in, and the winner is... **Nintendo**. At least that's what Nintendo has claimed after tallying the results of the holiday sales wars.

Between the September 29, 1996 launch and the end of the year, the **Nintendo 64** established itself as the fastest-selling video game system in history, selling more than 1.6 million units in North America in the three-month period. Those sales represent more than \$5 billion a day in hardware and software sales, a three-month total of about \$500 billion. The entire video game industry also showed a strong surge: Industry-wide holiday sales of all video game products were up by 30 percent over 1995's holiday season.

The forecast is for sales to continue to rise. Approximately 700,000 more N64s were sold from January to March, moving the N64 to the 2.3 million mark and well ahead of the Saturn in total U.S. sales. The PlayStation is still the leader in U.S. sales with more than 3.5 million units sold, while the Saturn is in third with about 1.7 million units sold.

In order to continue these hot sales, some experts are predicting that the companies will offer a new round of price cuts from \$199 to \$149 for each system. If the cuts do come, they're likely to be announced at June's Electronic Entertainment Expo, as they were last year when Sony and then Sega dramatically slashed the prices of their systems to \$199.



The wild card in 1997's system wars is Matsushita, which has owned 3DO's 64-bit CD-based M2 technology since buying it for \$100 million in late 1995. Inside sources say that several M2 games have already been finished by third-party companies, and that over a dozen other U.S. developers are working on M2 games. Despite rumors that the system will be released in Japan at the end of the year and that the M2 may end up being a DVD (digital video disc) system, Matsushita has refused to spell out its M2 plans.

Delays Hit Major PlayStation Games

Nintendo isn't the only major company with a system plagued by delayed games. Word comes that some of the **PlayStation**'s most eagerly

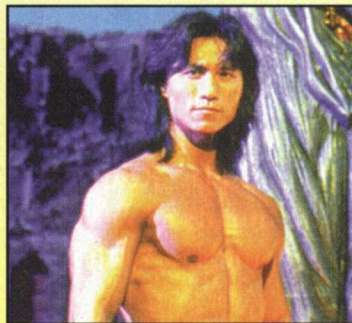
anticipated games are suffering the same kind of delays that plagued recent Nintendo 64 games like *Turok: Dinosaur Hunter* and *Mission: Impossible* (see "ProNews," March).

Last month **Capcom** confirmed that **Resident Evil 2**, the sequel to the 1996 megahit, was coming out in the fall instead of this spring. Now **Squaresoft** has announced that its long-awaited **Final Fantasy VII** won't reach the U.S. until September 7, a delay of some six months. Like the Japanese version that came out January 31, the

Inside Scoop

- **Nintendo** continues to sign up software companies to make **Nintendo 64** games. **GT Interactive**, publisher of titles like *Quake* for the PC and *Doom* for the Saturn, will bring out three N64 games in 1997. While only the previously announced *Hexen* (a summer release) was officially named, insiders point to *Ultra Combat* and *Duke Nukem* as the company's next likely N64 titles.

Also jumping onto the N64 bandwagon is **Titus**, makers of the 16-bit *Prehistorik Man* and *Ardy Lightfoot* games. That company's inked a deal with Warner Bros. to make N64, **PlayStation**, **Saturn**, and even **Game Boy** versions of the Warner's *Superman* cartoon series and the upcoming animated movie, *Quest for Camelot*, which is scheduled for a Christmas release. Titus's games should start coming out next January. Finally, **Midway** is working on *Joust X* and possibly *Centipede*, N64 upgrades of the old arcade classics, for a late '97 release.



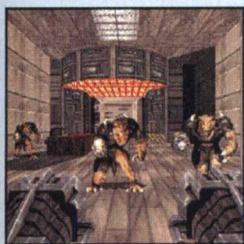
Robin Shou back as Liu Kang!

- The long-awaited sequel to the *Mortal Kombat* movie is in full production. Now scheduled for a late-summer release by New Line Cinema, *Mortal Kombat Annihilation* has been filming since last winter in international locations such as London, Israel, Jordan, and Thailand (none of the movie was shot in the U.S.). Christopher Lambert, who played Rayden in the first

film, is not in the sequel, but Robin Shou and Taliso Soto will reprise their roles as Liu Kang and Kitana, respectively. Look for details on the plot and the cast in an upcoming issue.

- Cries of "Yippie-ki-yay" are echoing through the halls of **Activision** as the company just signed **Bruce Willis** to do motion-capture work and voice acting for *Apocalypse*, its 3D action title for the **PlayStation**. *Apocalypse* is slated for an October release.

U.S. version will arrive as a three-disc set. Based on the eager reception for the Japanese game, Square is confidently predicting that it'll sell a million copies of FFVII soon after its U.S. release, no matter when that finally happens.



Originally slated for fall, Duke will nuke 'em on the PlayStation in December.

Another hot PlayStation game being delayed is GT Interactive's **Duke Nukem 3D**, which was projected as a fall release but has slipped to December. GT Interactive's other big PlayStation title, **Odd-world Inhabitants: Abe's Odyssey**, is also missing its ship date; instead of coming out in May, the game (see "Epic 1's Looking Large in '97," December '96) is now slated for September.

There is some good news on the PlayStation front. Longtime Japanese software company **Enix**, creators of *Ogre Battle* and *Brainlord* for the SNES, is developing a **Dragon Quest** game for the Japanese PlayStation, and the game could possibly come to the U.S. in 1998. This action represents a radical departure for Enix, which has traditionally made games for Nintendo's systems only. A *Dragon Quest* game for the Japanese Saturn is also on the way, but no specific release dates for any Enix games were available at press time. Finally, **Tomb Raider 2** from **Eidos** is coming to the PlayStation this fall.

PlayStation to Get New Analog Controller

GamePro scored an exclusive glimpse at **Sony's** new analog controller for the PlayStation. While the outline is the same as the standard PlayStation controller, the analog controller sports several interesting new features. The most prominent additions are the two squat thumbsticks that rise up from the center of the pad,

which you use in place of the directional pad and action buttons. A small button between the thumbsticks enables you to switch from them to the normal control functions. When tested with a simple, unreleased paddleball game called *Ricochet*, one thumbstick moved the paddle up, down, left, and right, while the other thumbstick changed the angle of the paddle so it could put "English" on the ball. Sony is still mum about a release date or a price for its newest peripheral.



Outdoing the N64, Sony's latest controller sports two thumbsticks.

GTE Interactive Abandons Games

The ever-increasing list of companies that have abandoned the video game industry got another addition this spring. **GTE Interactive**, makers of *TimeLapse* and *FX Fighter*, has decided to get out of software development and focus instead on its core telecommunications business (GTE is not to be confused with GT Interactive). GTE's decision means mid-March layoffs for about 80 workers.

GTE Interactive's biggest claim to video game fame was 1995's *FX Fighter*, a heavy-hitting fighter for the PC and Mac that was sup-

posed to jump to the SNES in 1996 and utilize that system's Super FX chip. Unfortunately, the 16-meg SNES version never came out. **G**

News Bits

- Because of a huge backlog of unsold Genesis systems and old games, **Sega** has said that it will have to either scrap or sell at dramatic discounts its worldwide inventory of almost \$61 million in 16-bit products. And who said the 16-bit market wasn't dying?



Lawsuit over Daggerfall

- Gamers upset by Congressional attacks on video game violence might enjoy hearing that the two main senators behind the attacks are being sued. **Media Technology Limited**, parent company of **Bethesda Softworks**, has brought a libel suit against two Congressmen, Senators Joe Lieberman (D-Connecticut) and Herb Kohl (D-Wisconsin), for denigrating Bethesda's RPG game *Daggerfall* as being inappropriate for children and unrated (the game in fact carries a Mature rating). The senators' reply was to condemn the suit as a publicity stunt intended to boost holiday sales of the PC game. *GamePro* will continue to monitor the issue of video game violence in future issues.

- **Sega's Net Link**, the modem that links the Saturn to the Internet, has a new online channel that offers up-to-the-minute news, weather, sports, and entertainment info that's updated 24 hours a day. Called **On-TV**, the channel costs \$39.95 for a year of unlimited use.

- Fans of the *Star Wars* movies (that's basically everyone, right?) will have to wait until 1999 for the next all-new *Star Wars* film. George Lucas has disclosed that the next film is actually the first episode of what was originally projected to be a nine-episode film series (the three existing movies represent episodes four, five, and six). Episodes one through three focus on Luke's father and his fall from grace. For episode one, Lucas himself is handling the directing chores, something he hasn't done since directing the original *Star Wars* in 1977.

- **Acclaim** will have plenty of products on store shelves soon—for reading, not for playing. The long-time gamemaker recently announced that its books division has launched a 169-title series of 64-page comic books called *Classics Illustrated*. Mark Twain's *Tom Sawyer* and William Shakespeare's *Romeo and Juliet* are among the first titles to be released. Priced at \$4.99, the new releases are based on an earlier series of *Classics Comics* that have sold over a billion copies in 20 languages since the 1940s. Acclaim holds the rights to publish any games based on the comics, though they've made no announcement about forthcoming games.

AOL

Hot News from GamePro Online

WEB

America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at <http://www.gamepro.com>.

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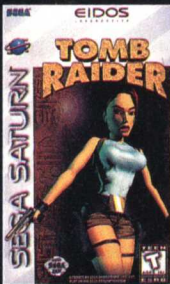
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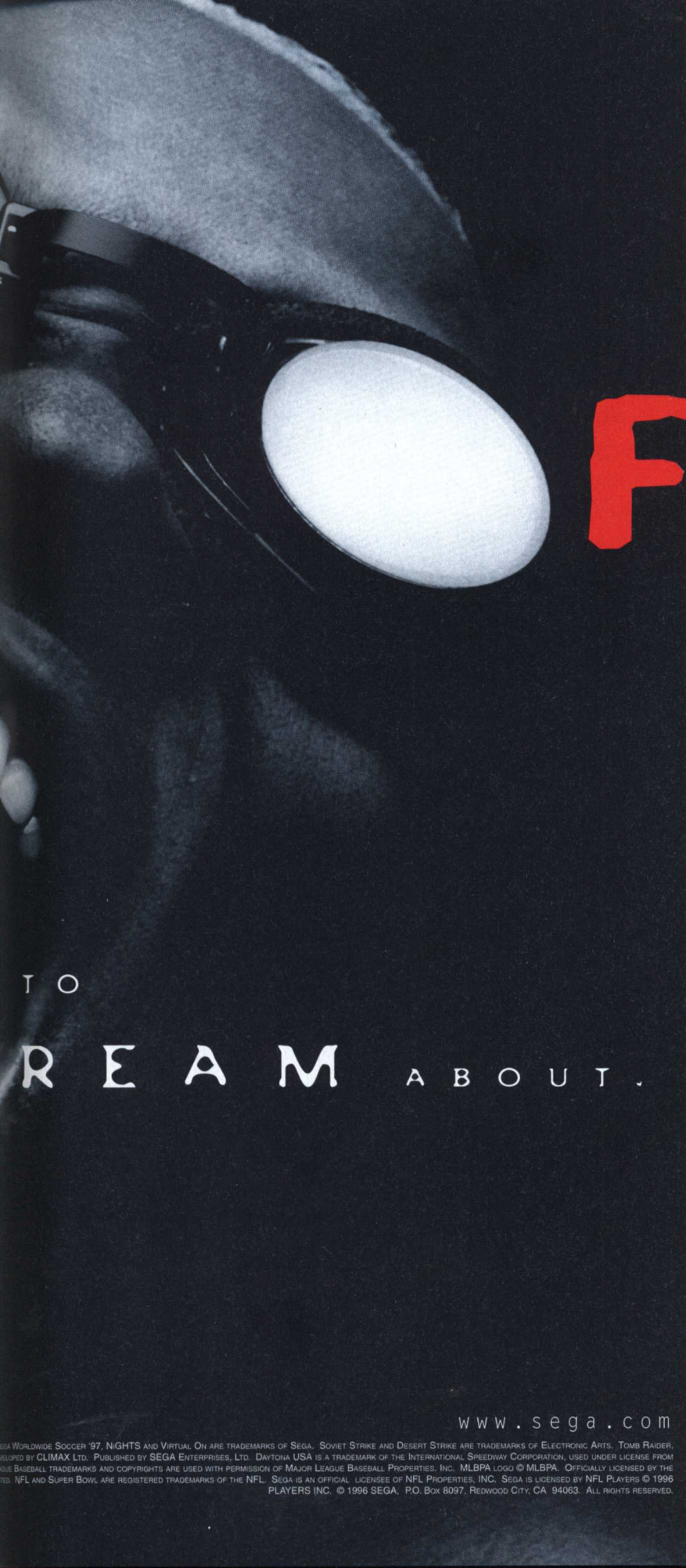
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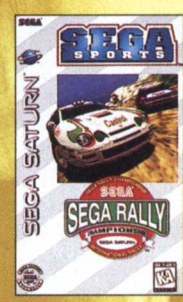
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ALL PLAY, NO PAY:

Free Internet Gaming

Software companies are making it possible to experience multiplayer Internet gaming for free! **By Bonehead**

TEN, DWANGO, and Mplayer are big-name online gaming services that charge fees (usually around \$30 per month) to play big-name multiplayer games like Duke Nukem 3D and Quake against players scattered around the country. What could be better than playing other gamers over the Internet with these pay services? How about playing online games for free? Here's how some software companies are making it possible to play with no pay.

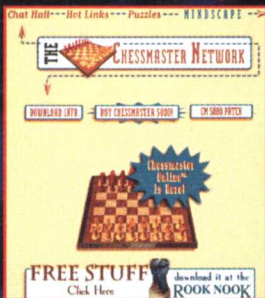
Free Play

In recent months, several well-established software companies have set up Web sites strictly for multiplayer gaming over the Internet. Blizzard Entertainment, Interplay, Mindscape, and 3DO are among the game companies that have added Internet gaming to their repertoire.

Unlike TEN, DWANGO, and Mplayer, most of these companies don't charge a thing to connect Internet players. They hope that you'll see products on their Web sites that you'll want to buy. This, however, leads to the biggest drawback to free multiplayer gaming sites: They don't offer the wide range of games that TEN and Mplayer do. Usually you can only play games specific to each company, which means you're limited to playing Meridian 59 at the 3DO site (<http://www.3do.com/meridian/>) and Chessmaster 5000 at the Mindscape site (<http://www.chessmaster.com>). Variety has a price when it comes to online gaming.



In Chessmaster 5000, you can play against other online players, or you can face off against computer-simulated champions like Bobby Fischer.



Puzzles, FAQs, chess history, the Chat Hall, and more are available at Mindscape's Chessmaster home page.

Playing the Game

Free online services have some advantages for gamers. One, of course, is the absence of the \$30-per-month subscription fee that TEN and Mplayer charge. But another important advantage is the relative ease of playing these games. There's no lengthy registration procedure or credit card requirement as there is when you sign up with a pay ser-

vice, and the system requirements for free games are usually more forgiving. Because free games are often slow, turn-based experiences like chess instead of high-speed shooting like Duke Nukem 3D, in most cases gamers can play even if they don't have computers with the latest Pentium processor and a 28.8 modem (see sidebars for specific requirements).

Free services also offer many of the same online options that the pay services offer. Chat rooms, tournaments, and FAQs are common, and each service tries to provide some unique extras. For instance, the Chessmaster 5000 home page links you to chess history and practice puzzles. Microsoft's Internet Gaming Zone (<http://www.zone.com>) has card games where you can chat with players and watch over their shoulders as they play so you can learn their strategies. Engage (<http://www.engage.com>) has a night-club area called Billboard Live! for live music. These sites also offer links to demos of other console or PC games.



You can chat while you play checkers at Microsoft's Internet Gaming Zone.

Almost Free

Not everything about the free online gaming services is free. Some companies, such as Blizzard (<http://www.battle.net>) and Microsoft, require you to purchase the PC version of their games for \$40-\$50 before you're able to join in on an Internet game (pay services like TEN and Mplayer require you to own the games *and* to pay their monthly subscription fee). Thus, to play Blizzard's Diablo for free on the Internet, you first have to buy the home version. The same is true for Microsoft's Internet Gaming Zone, where the card and board games are free, but the fast action games like Monster Truck Madness and Hellbender require you to own the retail versions.

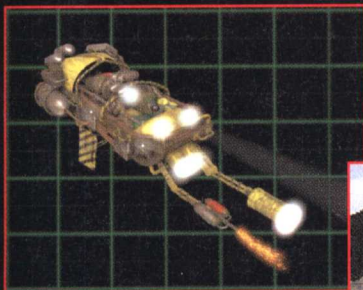
Interplay and 3DO chart a slightly different course with their services. Interplay's Engage Games



Microsoft's Internet Gaming Zone has four retail games available for you to play online.



The first game to officially launch on Engage Games Online is Castles II, a strategy game of medieval diplomacy, treachery, and power.



Blizzard's Starcraft is an outer-space strategy game set to debut this summer at <http://www.battle.net>.



3DO's Meridian 59 has generated a huge community of gamers who compete in various contests, including one for best screen shot.

Online service (<http://www.gamesonline.com> or AOL keyword: castles) enables you to download multiplayer games such as Descent Online and Castles II for free, but as of March 15 there's an hourly charge for multiplayer gaming. Interplay justifies its fees by noting that many of its games are Internet exclusives, and they offer a range of games to play, not just one. To play 3DO's Meridian 59 with hundreds of other gamers, you'll have to purchase the \$40 game and pay a monthly \$10 subscription fee. So far both services have been popular and number their users in the tens of thousands.



Blizzard's Battlenet home page announces two of its games, Diablo and Starcraft.

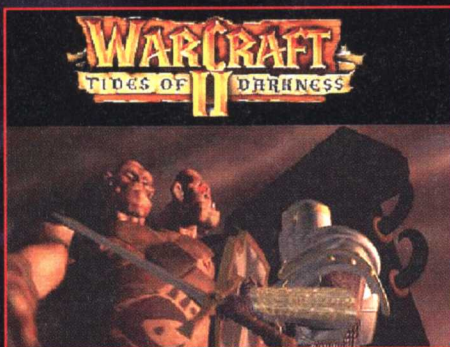


In the deep RPG Diablo, you explore a sinister world and combat evil while playing as either a warrior, a rogue, or a sorcerer.

Future Fun

More software companies are getting ready to launch online games of their own, including Electronic Arts (Ultima Online) and GTE Interactive (Siege). Multiplayer Internet games are the wave of the future, if you listen to what industry experts are predicting. This is one wave 'Net surfers will definitely want to ride. **G**

The immense real-time strategy game Warcraft II: Tides of Darkness offers multiplayer battles over land, sea, and air on Engage Games Online.



E-mail us your comments through America Online or at this Internet address:
comments.gamepro@gamepro.com

Get Engaged!

Company: Engage Games

URL: <http://www.engagegames.com>
(AOL keyword: Games Channel or castles)

Games: Warcraft II, Castles II, Descent Online, Splatterball, Rolemaster: Magestorm

Minimum system requirements:

- Pentium 60 PC with Windows 95
- 16 MB RAM
- Monitor displaying 256 colors
- 14.4 Kbps modem (28.8 recommended for shooters like Descent)

More on Meridian

Company: The 3DO Company

URL: <http://www.3do.com/meridian/>

Game: Meridian 59



Minimum system requirements:

- 486 PC with Windows 95
- 8 MB RAM
- Double-speed CD-ROM drive
- SVGA video card
- 14.4 Kbps modem

Doin' Diablo

Company: Blizzard Entertainment

URL: <http://www.battle.net>
or <http://www.blizzard.com>

Game: Diablo

Minimum system requirements:

- Pentium 60 PC with Windows 95
- Double-speed CD-ROM drive
- SVGA video card
- 14.4 Kbps modem



Microsoft Madness

Company: Microsoft

URL: <http://www.zone.com>

Games: Checkers, chess, Reversi, Monster Truck Madness, Hellbender, Close Combat

Minimum system requirements:

- 486 PC with Windows 95
- 8 MB RAM
- Internet browser: Explorer 3.0
- 14.4 Kbps modem
- SVGA video card recommended

Checkmate!

Company: Mindscape

URL: <http://www.chessmaster.com>
or <http://www.mindscapegames.com>

Game: Chessmaster 5000

Minimum system requirements:

- 486 PC with Windows 95
- 8 MB RAM
- 14.4 Kbps modem
- Mouse recommended



HYDROFOIL MODE:

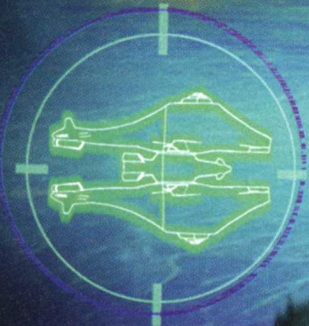
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- 2.75' Blowpipe heavy rockets
- 2.75' F-90 cluster munitions
- 25mm GAU-90 4 barrels rotary cannon
- 1" Stiletto salvo rockets

SUB-SURFACE WEAPONS:

- 2cm multiheterodyne pulse laser
- 3" EXT Disruptor sonic torpedo
- 6" Piranha heavy swarm torpedo
- 6" Mark-60 Thresher torpedo
- 6" Mark-65 Moray torpedo
- 6" Mark-68 Barracuda homing torpedo



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The sea boils with submarines and battlecruisers, blood and oil.

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Underwater. And over it.

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The feeding frenzy is about to begin.

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THE CUTTING EDGE

Design Your Own PlayStation Games!

Sony's new Yaroze system turns gamers into programmers.

By Bonehead

Anyone who has ever said "I can make a better game than that!" now has a chance to prove it. In March Sony is releasing a new system called the Yaroze (pronounced yah-row-zay), a \$750 PlayStation that enables gamers with a computer and working knowledge of the C programming language to actually create games.

What do you get for your \$750? A specially modified black PlayStation that can play any PlayStation game from any country, two controllers, a series of programming manuals, an interface cable that links the Yaroze to your personal computer, special CDs



The Yaroze comes with software, manuals, PC cable, and membership in an online support network.

with programming tools, and membership into an exclusive Sony-sponsored Internet network of programmers who share games and information.

From Gamer to Programmer

With the Yaroze, gamers can immediately download data onto a PC or Mac from the Yaroze Internet site. Then

they can begin programming and saving their work on their computers (you can't make your own PlayStation CDs). Initial knowledge of C is required to use the Yaroze. Sony reports that hobbyist programmers could create basic shooting games within a few weeks, and sophisticated programmers could theoretically create an advanced game, such as a two-player racing game like Formula 1.

Sony's Strategy

Yaroze has been selling in Japan since last summer. The system can be used simply for playing PlayStation games on a TV, though it offers far more than that to ambitious game designers. Bill Rehbock, vice president of research and development at Sony, explains: "In a way, it's like returning to the late 1970s and the old Atari computers that let you make your own simple games. Yaroze is a big win for publishers, who can download creative works from hot young programmers. And it's a big win for consumers, who can use Yaroze to play PlayStation games that nobody else has ever seen." That's why Sony is selling Yaroze via direct order, not through stores (call 800/345-7669 or visit <http://www.scea.sony.com/Net>). Sony hopes that today's young amateur Yaroze pro-

Yaroze Stats

- System: Yaroze
- Price: \$750
- The Package: A Yaroze system, two controllers, manuals, PC interface cable, programming CDs, access to a private Web site
- Purpose: By linking the Yaroze to a PC or Mac, you can use the Yaroze as a development system and program games for it
- PC requirements: 486 DX2, 66 MHz CPU; Windows 95 or Windows NT 4.0 or higher; dual-speed CD-ROM drive, 10 MB free hard-disk space, 4 MB RAM free, SVGA computer monitor, mouse
- Mac requirements: PowerPC 601 processor or higher, Motorola 68020 processor of higher, 16 MB of RAM, System 7.1 or later, 60 MB of free hard-disk space, and a complete development environment called Code-Warrior designed by Metrowerks Corporation
- Modem requirements: 28.8 bps speed modem or faster
- For more info, contact: 800/345-7669 or <http://www.scea.sony.com/Net>

Yaroze Games Designed by Gamers

So far, many of the first Yaroze games by budding Japanese programmers are simple shooters or Tetris-style puzzlers.



grammers gain enough experience to become the sophisticated programmers of the next century's hottest PlayStation games. It could happen: Yaroze, after all, means "Let's go for it!" **G**

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- Sonic Ebonics: We Be Blue
- Scab: The Pickable Assassin • Where Gods
- Super Mario Kart Traffic Jam • Final Dumb 64
- WWF: In Your Mouth • Tupac: Dinosaur Killa
- Dallas Cowboys in Need for Speed
- HickWarrior 2: Ghost Bear's Daddy
- Street Fighter vs. X-men vs. the Accounting Firm of Dewey, Cheatham, and Howe
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Soviet Trike



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April 1997

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NO REVIEW

WWF: In Your Mouth

By Tommy Gone



Uranus

The sequel to last season's disappointing WWF: In Your Trash, In Your Mouth lets you choose from seven overweight, out-of-work dental hygienists as you battle inside some of the most famous mouths in history. The backgrounds are nicely flossed,



PROTIP: Any rocks you find in the ring are from loose fillings. Use them.

including Madonna's Mouth of Madness, Dennis Rodman's Dennis-tures, The Limbaugh Chasm (look out for the big foot), and more. Hard-to-clean areas include Tonsil Town and Trachea or Treat, but you'll never get there



since the game keeps swallowing your best fighter.

Chairman Mouth

There aren't a lot of sound effects except for the occasional gurgle or belch, but the control is excellent, considering all the slippery saliva you work with. Three buttons (Punch, Kick, and Spew) handle all the tooth-decaying action.

If you smoke (you know you shouldn't), you've had worse

PROTIP: Hidden characters abound, like Franz Coughka and Phlegm Fatale.

things in your mouth. Give these old gum-stompers a try before you spit 'em out. **L**



Game over...

WWF: In Your Mouth
By Accrime Entertainment

Graphics	Sound	Control	Fun Factor
1	2	3	4

Available end of the millennium Fighting (kinda)

0 players Challenge: Eh... Replay value: NO!

HICK WARRIOR 2 GHOST BEAR'S DADDY

By Very Hairy Larry



PlagueStation

Snaggle-toothed, banjo-playing mech warriors, unite! Lack-ovision has a new game that's right up yer swamp!

Smokin' Yokel

Blaze through the foothills of Arkansas in one of four hayseed mechs—the Cousin, the Coupe de Ville, the Pig Squealer, and the Good Ole Boy. Yer equipped only with a double-

barreled shotgun and some chewin' tobacco, but yer spit goes a long way here.

You can customize yer mech with a flatbed truck, a rusted washin' machine, or anything else you find in Auntie Eulalie's Garage Sale and Flea Market Emporium.



PROTIP: During the game yer hair will grow wilder. Let it. It's a nice look for you. Makes you look more...mature.



PROTIP: Ooops! Keep to yer shed when being pursued.

Watch out fer twisters, locusts, and pulpit-thumpin' preachers as you tear through an amazin' TWO levels! Hick

Warrior 2 is foot-stompin', barn-burnin', hay-pitchin', truck-drivin' fun. Get yers now, ya hear? **L**



PROTIP: Go to the family reunion and find yerself a future bride. Now spawn yer own little mechs!

Hick Warrior 2: Ghost Bear's Daddy
By Lackovision

At *LamePro*, we're starting a new rating system this month in order to keep up with the popular ratings of other rags...er, mags. Here it goes...

Graphics are	5.0=775.7584/ 9308577654527 or 355π	Overall SCORE =
Sound is	57.443π30Σ @ 1.5°	
Control is	12y5 x 350%	
Fun Factor is	5.0 x 12y/156(ab)-20	
Challenge is	30° x 56% when cosign of x is ± 7h	

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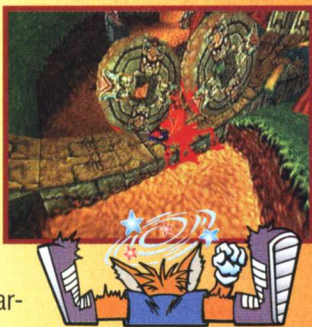
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Bleak Peeks

Crushed Bandicoot

Everyone's favorite...er, rat-like marsupial is back in the sequel to last year's smash hit. Crushed looks like a smash as well, as you scoot across 4000 levels of asphalt jungle terrain, trying to avoid passing cars. All the roadkill makes the gore factor high, but the characters are flat. Still, you'll never tire of this game, and you'll find yourself on the road again and again. This one looks like a winner!



room all day, waiting for your mama. Gun, Forrest, gun! This one looks like a winner!

City of FAT Children



Join Meate and her beefy sidekick One Ton as you try to squeeze through a town stuffed with husky children. You're looking for the elusive Craig (as in Jenny), who's abducting kids and fattening them up like cattle. A surreal, soporiferous game that serves up a heavy diet of "what the hell is this" action. This one looks like a winner!

but this time they're stuck in traffic, too! Choke on exhaust fumes as you wait bumper-to-bumper behind Princess Hazy, Donkey Wrong, or Slowshi. Flip people off, jump out of the car and fight, or just read *LamePro* as you wait for some action... any action. This one looks like a winner!

Street Fighter vs. X-Men vs.

THE ACCOUNTING FIRM OF DEWEY, CHEATHAM, & HOWE



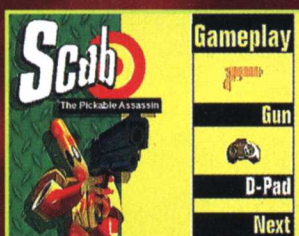
Now Ryu can fight Cyclops, or hold a lunch meeting with Morris Dewey, CPA. It all adds up to one long, litigious fight, with special moves, fantastic finishes, and major audits. Look for the secret Notary Public level, smash villains with a Hurricane Punch from Ken or a Rate Table from Sidney Howe...and be sure to save your receipts! This one looks like a winner!

DORK FORCES: Shadows of the Pocket Protectors



Use the Force, geek! Join Geek Skywalker and Dork Vader as you romp through several levels getting your butt kicked and your lunch money stolen. Have your mother drive you to the Bad Breath Star, and don't forget to bring your asthma medication. This one looks like a winner!

Scab: THE PICKABLE ASSASSIN



Scab tells the tale of a disposable assassin with a skin condition. Although you can pick your way through several levels, you may find this game more a-peel-ing than most. You and your sidekick Sir Riosass must keep from flaking out. Scab's perfect for itchy trigger fingers, but we've just scratched the surface. This one looks like a winner!

Super Mario Kart Traffic Jam 64



Once again, Mario and friends are stuck in the same old game,

SOVIET TRIKE



Secret missions abound in Soviet Trike. Pedal atop a secret tricycle through dangerous playgrounds, picking up kids from your daycare center as you try to make your way home to some milk and cookies! This one looks like a winner!

Forrest Gump in Final Dumb 64



Okay, so this is a familiar concept: You fight demons from Hell using a shotgun and various other weapons...except this time, you're so moronic, you can't open the doors or load the gun. So you sit in one

where Gods

Empty arenas? No fighters? No problem. There may be nothing there but at least it's 3D. Play as Mystery Fighter 1, Mystery Fighter 2, or the elusive Mystery Fighter 3 (although it's just a palette swap of MF2). Tons of moves and combos are absent... yes, it could still theoretically be fun. Coming soon...ha ha, yeah, right. Oh well, maybe it will score a *GamePro* cover. This one looks like a winner!



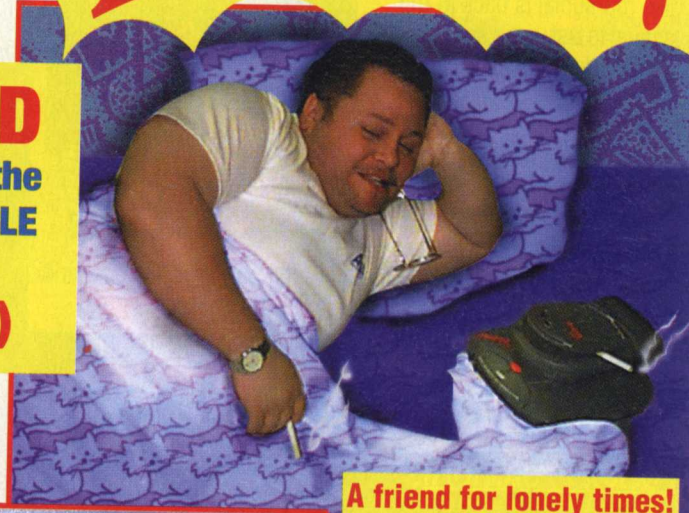
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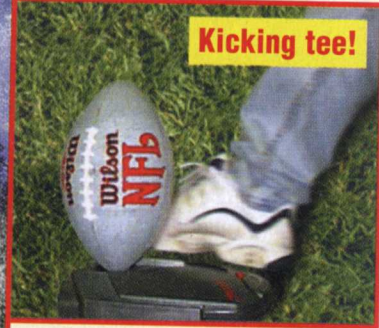


Jaguar0

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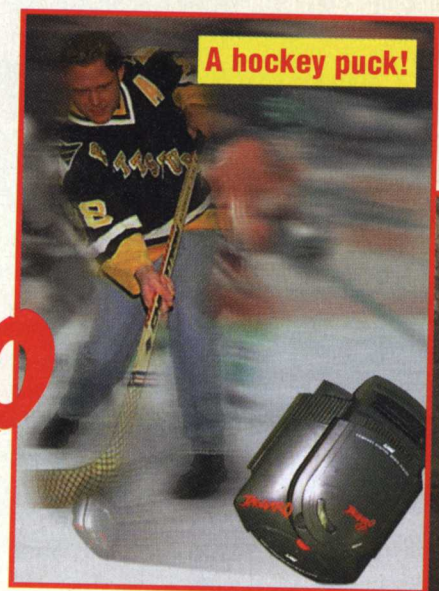
Ear muffs!



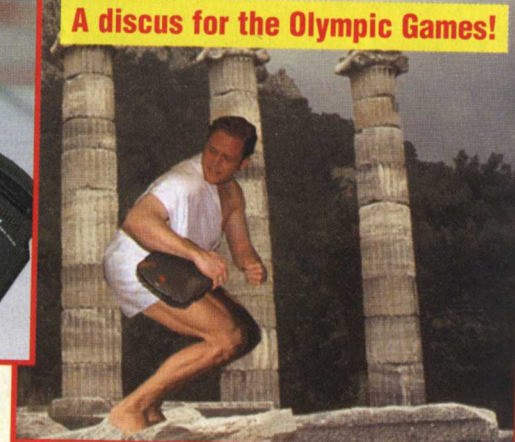
Kicking tee!



Third base!



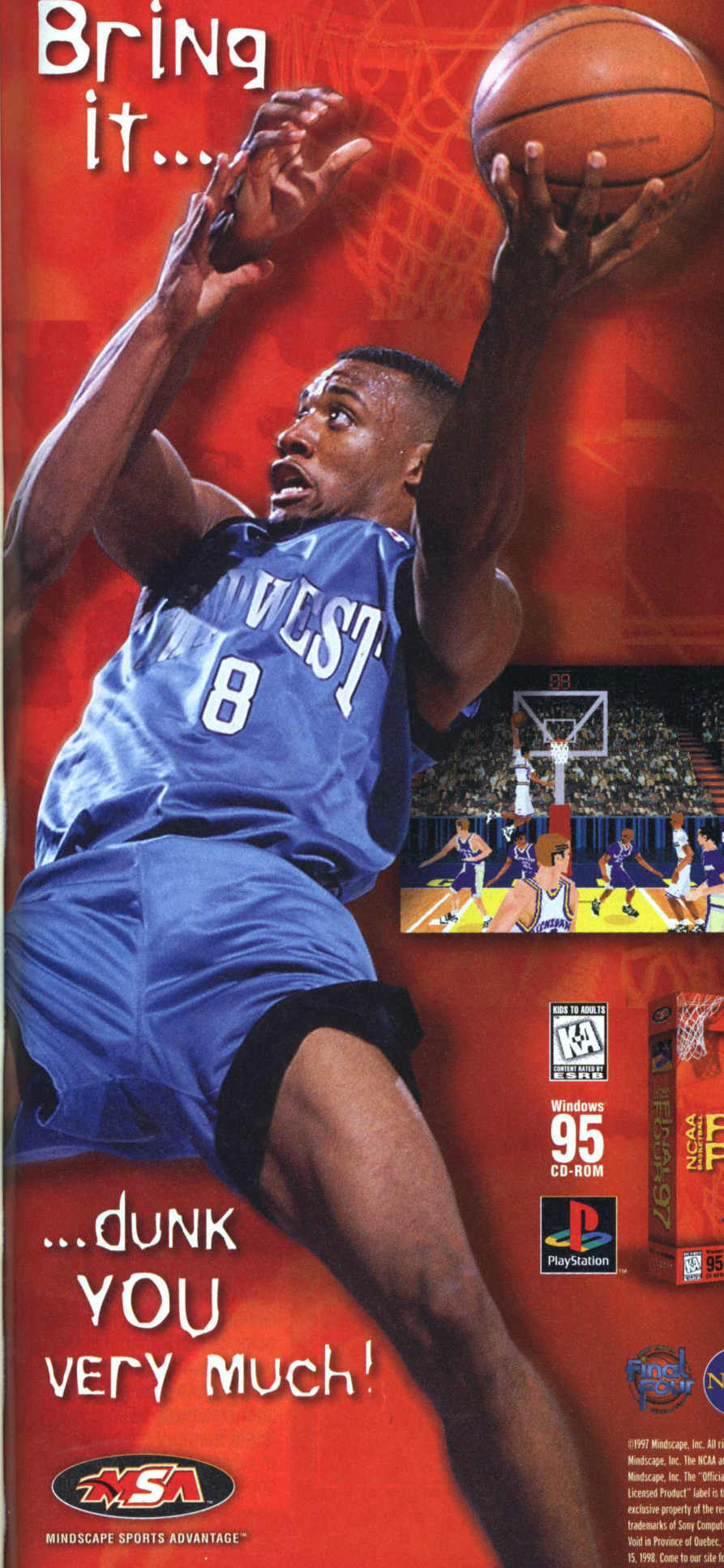
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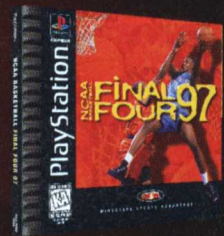
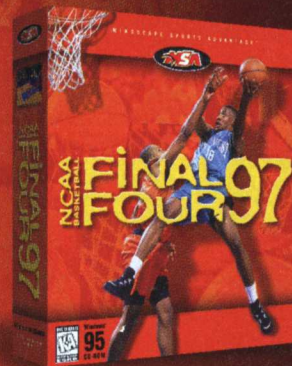
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CODENAME: NAMCO

Namco has some stellar games for you this season! Here's a sneak peek at what's ahead. *By Scary Larry*

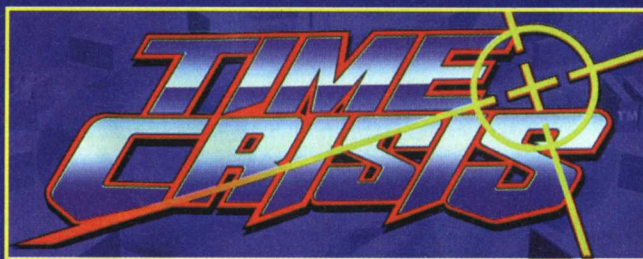
They called us on a Wednesday and said, "We've got something to show you." Never ones to fold in the face of intrigue, we sent Scary Larry to San Jose, California, to see what was going on at Namco. It seemed that Namco was sponsoring some kind of tournament for editors, a Soul Blade kind of thing, and it wanted to make as big a splash as possible. We went, but we weren't prepared for the dazzling lineup of games Namco previewed.

The most exciting game in Namco's console lineup is its arcade conversion of Time Crisis. The version we saw was about 45 percent complete, and it looked great. All the smooth graphics and lightning-fast gameplay looked intact, including two bonus levels not included in the arcade game.

Time Crisis features some fancy gun mechanics (see sidebar "Power Peripherals"), and slicker action than most standard



Yes, that's right! Namco is now working on the newest version of Tekken, still in development in Japan. It looks like Tekken 3's graphics will make it the best version yet! See "Hot at the Arcades" in this issue for details.



shooters. You must constantly duck behind barrels and crates, and you can even shoot up and down. Scheduled for a July release, Time Crisis easily looks like one of the best gun games of the year. Gun nuts (including our very own) will be very anxious to see this one.



POWER PERIPHERAL

GunCon



Namco's new light-gun (sold with Time Crisis) blends a tough design with a sleek new technology—a microchip in the gun takes a "picture" of the screen, then stores the image. This helps to keep the target memory crisp, instead of relying on old "light sensor" laser sighting.

Xevious 3D

Fans of the classic '80s arcade shooter will experience fond memories while taking on the next-gen rendition of Xevious. Blasting alien spacecraft across oddly sterile landscapes drove this game in the past; the changing views, which enable you to pilot either from an overhead view or from a first-person perspective, and huge mechanical bosses give this shooter the gameplay ingredients to be one of the hottest games of the '90s as well.

Although only 60 percent finished, Xevious 3D was still playable. We were immediately infatuated with the smooth controls and exciting camera angles. Look for Xevious 3D to blast its way onto our preview pages soon!



Now Playing

Soul Blade

Namco sets a new standard for fighting games with Soul Blade—just when they broke the old one with Tekken. To see how we rated this awe-



some game, check out the ProReview in March, then turn to "The Fighter's Edge" in this issue for in-depth Soul Blade strategy.



Rage Racer

The company that revolutionized racing games on the PlayStation with Ridge Racer and Ridge Racer Revolution revs up for more exciting driving fun! Check out the ProReview in this issue to see how Namco's newest racing game finishes the heat.



Namco Museum Volume 4

Again with the nostalgia gaming? The fourth volume in the Namco Museum series will make you wonder who's patronizing the Namco Museums, and why they don't raze it and put up a shopping mall.

Namco is certainly in for a harder sell this time, with only two recognizable games—Pac Land and Assault. The other three games—Ordyne, The Return of Ishtar, and The Genji and Heike Clans—are ports of Japanese arcade games.



POWER PERIPHERALS

Namco Joystick



Namco also has a new joystick that was released in February. Housed on a sturdy metal base and with an arcade layout, the eight-way stick responds nicely, making it the perfect complement to powered-up fighting games such as Tekken 2 and Soul Blade.

Neg Con

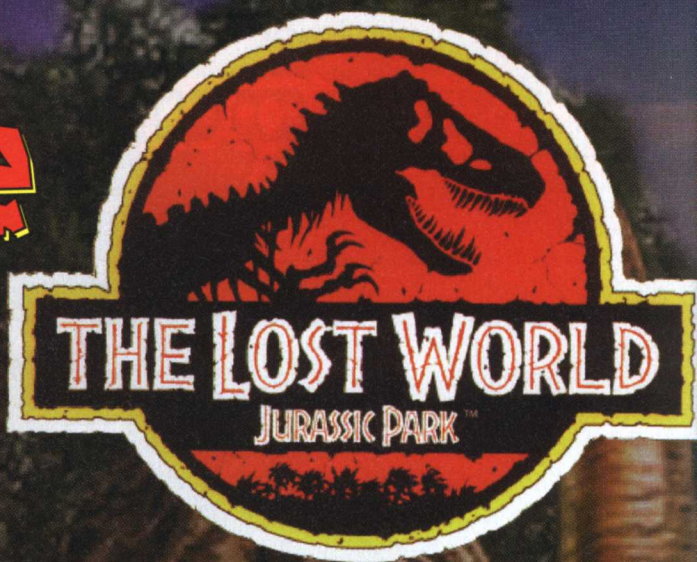


This racing peripheral, which has rotating handles that you twist to steer the vehicle, has been on the market a while. Originally intended for Ridge Racer, it has a whole new life with the coming of Rage Racer and Assault (on Namco Museum Volume 4).

SPECIAL FEATURE: NAMCO'S COMING ATTRACTIONS

Hunting the Big Game

By Scary Larry: Dinosaur Hunter



Recently *GamePro* visited DreamWorks Interactive in Los Angeles to see an awesome blend of video game artistry and unique game mechanics—*The Lost World: Jurassic Park*. Based on one of this summer's sure-fire movie hits, the game is certain to make a few thumbs twitch when it debuts on the PlayStation in June.

Prehistoric Panic

The Lost World movie is director Steven Spielberg's sequel to his 1994 megablockbuster, *Jurassic Park*. The game and the movie take place some four years after the destruction of Isla Nublar, the dinosaur den in the first movie. The story picks up at a mysterious location known as Site B, where the Jurassic Park dinosaurs were supposedly bred before being shipped to Nublar. The weary chaos mathematician, Ian Malcolm (actor Jeff Goldblum in the movie), is asked to check out the island, along with a few other brave souls, notably an animal specialist, a big-game hunter, and oddly enough, two stowaway children.

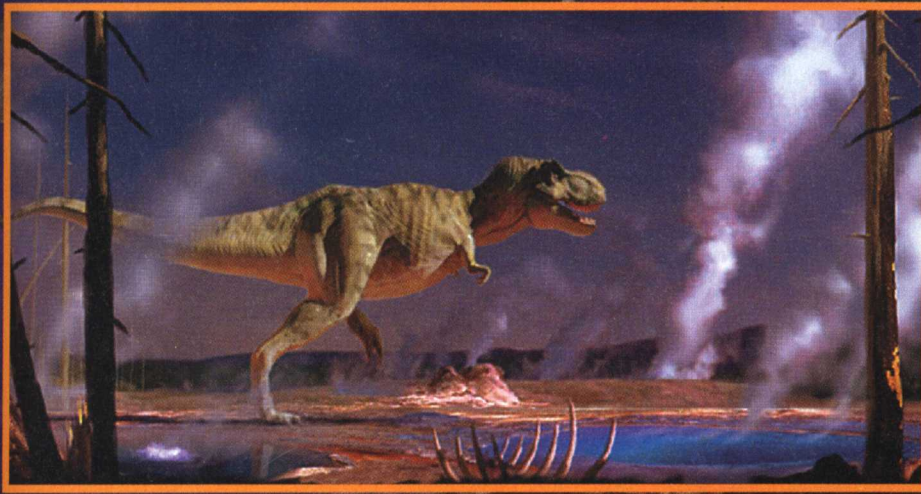
Here's where the game departs from the movie. The game

starts you out playing as a Compsognathus. Exploring the first level as a Compy, you will encounter dangers like steep cliffs, predators, and human intruders. As the level ends, you face a human hunter in a life-or-death showdown. If you successfully complete the level, you morph into the hunter and play as him until you meet the Velociraptors at the end of the next level. You then morph into the Raptor, and you continue to morph into other dinos after each level until the end of the game



▼ The DreamWorks crew used movie-style storyboards to help them plot the game, giving it a real Hollywood feel.





The beautifully rendered graphics shine with colorful intensity.



when you become the fearsome Tyrannosaurus Rex.

A Stellar Staff

This unique approach to gameplay comes from one of the brightest minds in the industry today. Lost World's executive producer, Patrick Gilmore, also produced 1994's Disney's Aladdin for the Genesis, as well as more than 25 titles for Disney Interactive. According to Gilmore, "We

wanted to construct an environment where you work both sides of the coin, so to speak. The Lost World could have been just another game where you kill dinosaurs, but instead we created an ambiance that enables you to feel what the hunter and the hunted are going through.

"Too many games hand you a gun and say 'Go shoot' without giving you a feel for what's happening on the



Some stages require quick thinking and fast thumbs.

other side of the barrel," he explains. "The Lost World lets you hunt and stalk prey, but it also allows you to feel what it's like to face an aggressive predator, and you have to use the mindset required to get out of a situation like that."

Aggressive Art

To enable players to really interact in this world, the game's designers took a novel approach. They meticulously studied movement, much like

traditional animators, but without an original source for the extinct dinos, the going was tough. Lead engineer Matt Brown recalls, "We watched an employee run for the bus one day. He wore his backpack low, and as he charged for the bus, we got the idea that maybe that's what the tail weight on a T. rex must look and feel like. We videotaped him and studied the movements. Then we drew on a whole wealth of written knowledge before we came



Movie News



Rumors about *The Lost World* have been floating around for months, but you don't have to search too hard for the story. It closely follows the book, *The Lost World*, by Michael Crichton.



This movie reportedly has a more sinister look and feel than the first film. Cinematographer Janusz Kaminiski, who also worked on *Schindler's List*, has managed to transfer the dark, dismal atmosphere of an island full of predators to the big screen.



The question asked most frequently is whether or not Steven Spielberg has a lot to do with the game. Says Patrick Gilmore, executive producer of *The Lost World* video game, "Steven only lives about five minutes away, so he will stop by before going to work and then after the day is done he looks at our progress. He has been extremely helpful during the creative process, especially with technical information about the dinosaurs."



up with the realistic T. rex movements in the game."

The visual result is an impressive range of lifelike dinos. You'll see everything from slashing and clawing Compys who roll on their backs, bob their heads, and scurry through the levels to the loping, cunning movements of the T. rex, who snaps, rolls, and lunges so realistically, you'll cringe.

But the visual excitement doesn't limit itself to the dinosaurs. The backgrounds are dazzling with lush jungle scenes; long, rolling plains; and gorgeous

underwater sequences. Even subtle nuances, like the reflections on pools of water, are so technically impressive that they will make you wonder why every PlayStation game doesn't look this good.

Dream Come True

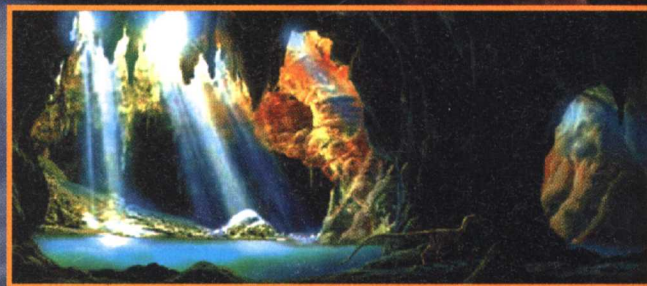
Ultimately, what's most impressive about *The Lost World* is the amount of research, thought, and technical skill that have gone into its creation. When it comes to life on movie screens and on 32-bit systems this summer, it should be one of the biggest titles of the year. The new Jurassic Park dinosaurs come roaring onto the PlayStation in June, so look for a hands-on preview from *GamePro* next month. **G**



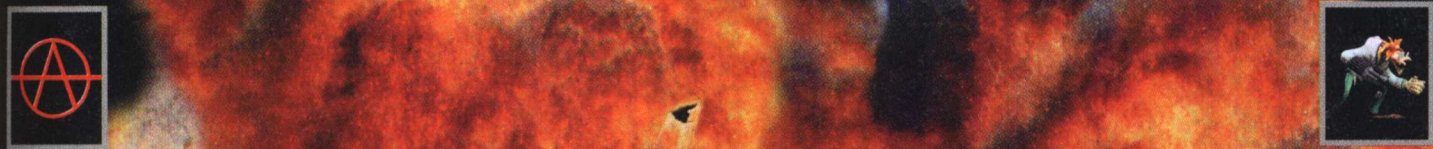
You morph into more aggressive dinos as the game progresses, until you're at the top of the dino food chain.



As the dinosaurs become more powerful, they also become more chaotic. Try pulling the reins back on this beast!



Special thanks to Patrick Gilmore, Matt Brown, and the rest of the crew at DreamWorks Interactive for their help with this story. Also, a very special thanks to Gayle Paston and Anthony Andreano at Killer App Communications for their work and perseverance, which helped make this feature happen.



They have been born of fire —
hopefully they won't melt.

CLAY FIGHTER 63 1/3™



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OVERSEAS PROSPECTS

An International View on Video Games

By Scary Larry-san

Look out, Saturn fans, here comes Fighters Megamix, a hodgepodge of 32 fighters from Virtua Fighter (VF), Virtua Fighter 2 (VF2), and Fighting Vipers (FV), plus characters from other games made by Sega's AM2 team—including Daytona!

Mega Cool

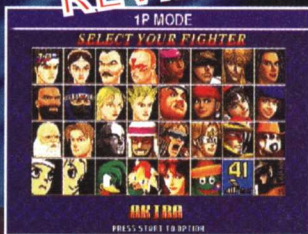
Daytona? That's right. One of the hidden fighters is Hornet, a racing car from Daytona. You can also find Janet from Virtua Cop 2 and Kid Akira and Sarah from VF Kids, just to name a few. Some hidden characters are even more pugnacious than others, with ramped-up abilities and deadly super moves.

The fighting styles are the same as in the original games, but some moves have crossed over. VF characters can now recover in midair, and they also have armor-shattering moves à la Fighting Vipers. The Fighting Vipers characters now have a few counters, and both sets of fighters have new moves.

The game's look matches that of Virtua Fighters and Fighting Vipers. The Virtua Fighters are smooth and fluid and the Fighting Vipers move fast and ferociously. But the game isn't flawless—there is some serious slowdown, and even on the hardest setting, it could easily be finished by



SATURN REVIEW



The AM2 posse is ready to ride!



PROTIP: Don't assume all the old moves work—some are now assigned to different button and joystick movements.



PROTIP: Wolf now has a three-part hold and throw. Grab your opponent (tap →, then simultaneously press Punch and Guard), then repeat the move (tap →, then simultaneously press Punch and Guard), then tap Punch.

just one fighter using the same moves.

Mix Matches

Fighters Megamix doesn't look as polished as Soul Blade or Virtua Fighter 2, but it's easy to play and is well executed. Ultimately it's a last-gasp effort for a system running third behind its competitors. This one is for diehard Saturn fighting fans only. **G**

FIGHTERS MEGAMIX

New Kicks on the Block

Janet



PROTIP: Janet can deliver an armor-shattering hit. Just tap →, →, Punch.

Siba



PROTIP: To execute Siba's powerful and far-reaching Sword Thrust, motion → ↘ ↓ ↙ ← and tap Punch.

Hornet



PROTIP: Hornet doesn't score a lot of direct hits, but his Grab (simultaneously press Punch and Guard) has a nasty sting that does mega-damage.

Bean



PROTIP: Score some hits and throw a few explosives with Bean by pressing ↘ and tapping Punch repeatedly.



Graphics

4.0 Although Fighters Megamix isn't as clean as Soul Blade or Star Gladiator, you can still tell who everyone is. The game moves fast, and minor touches, like the plane taking off in the FV stage, are nice.



Fun Factor

4.5 After playing through, you may not want to play again, unless it's to beat up a friend who swears that VF is better than FV, or vice versa. This is definitely a game for two-player grudge matches.



Control

5.0 You can easily pick up this one and play it right away. Punch, kick, and guard are all you need (and all you get).



Sound

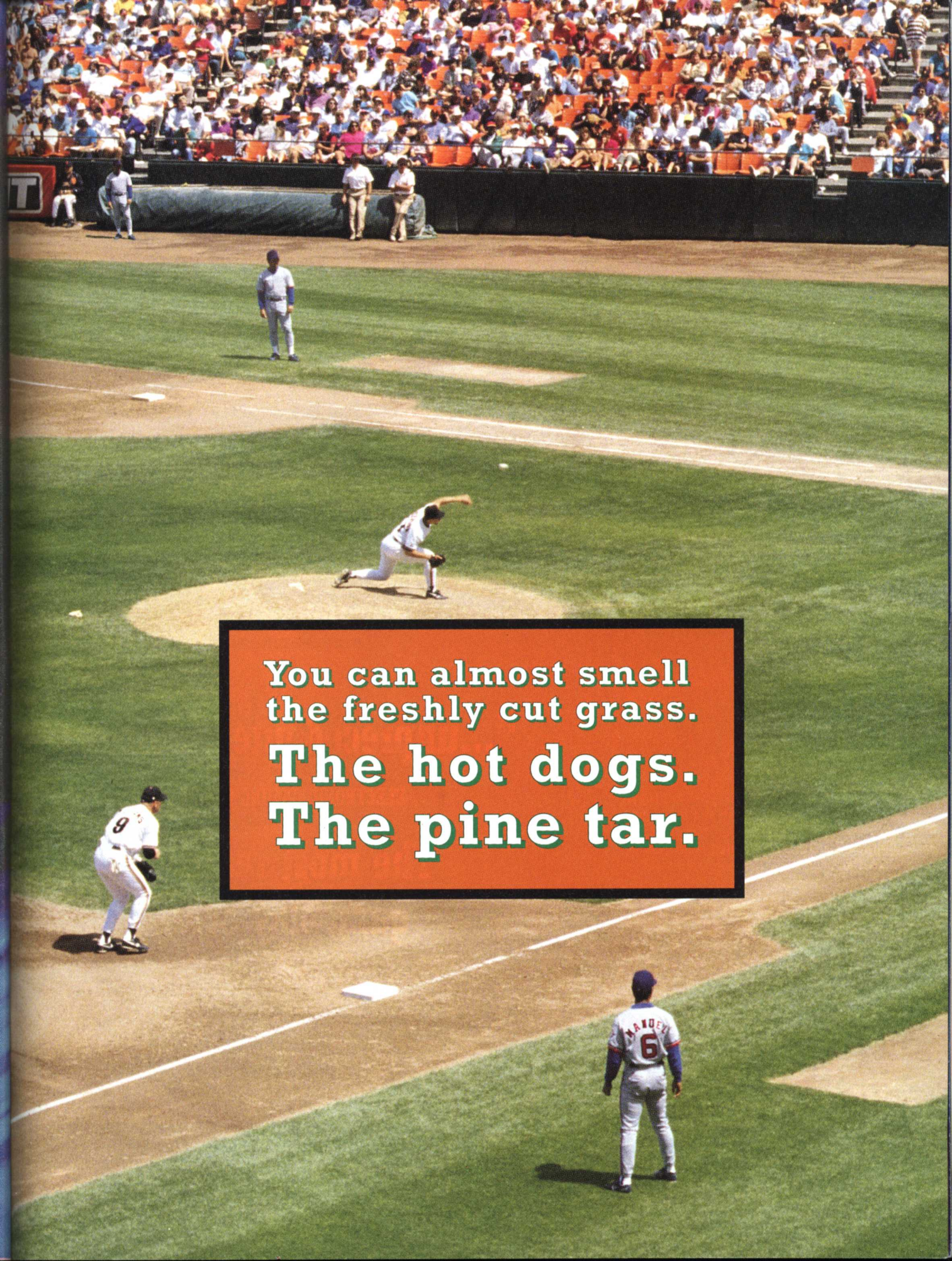
3.5 Nothing new, nothing funky, nothing rockin'—just plain old fight music and tired sound effects. All the VF taunts are here, though.

Fighters Megamix

(By Sega)

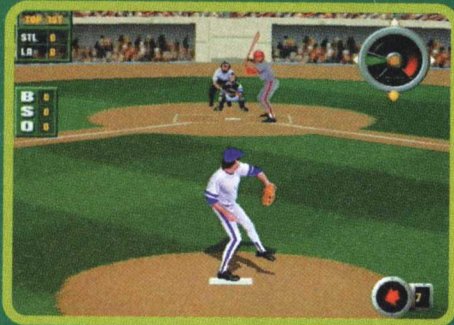
Available now in Japan
Fighting 2 players

Challenge: Adjustable
Replay value: High

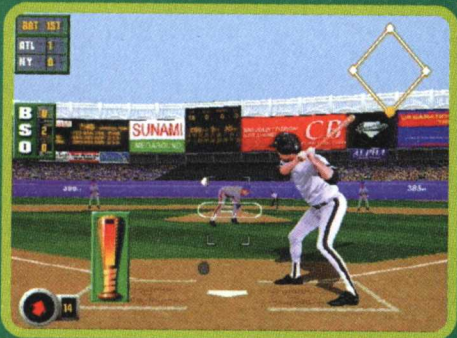


You can almost smell
the freshly cut grass.

**The hot dogs.
The pine tar.**



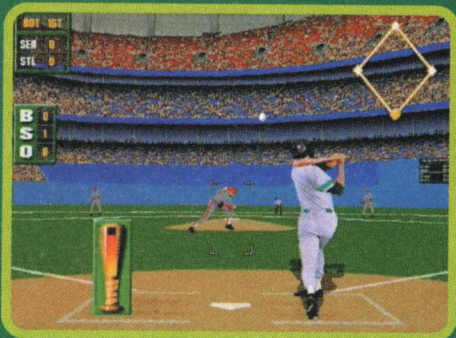
Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



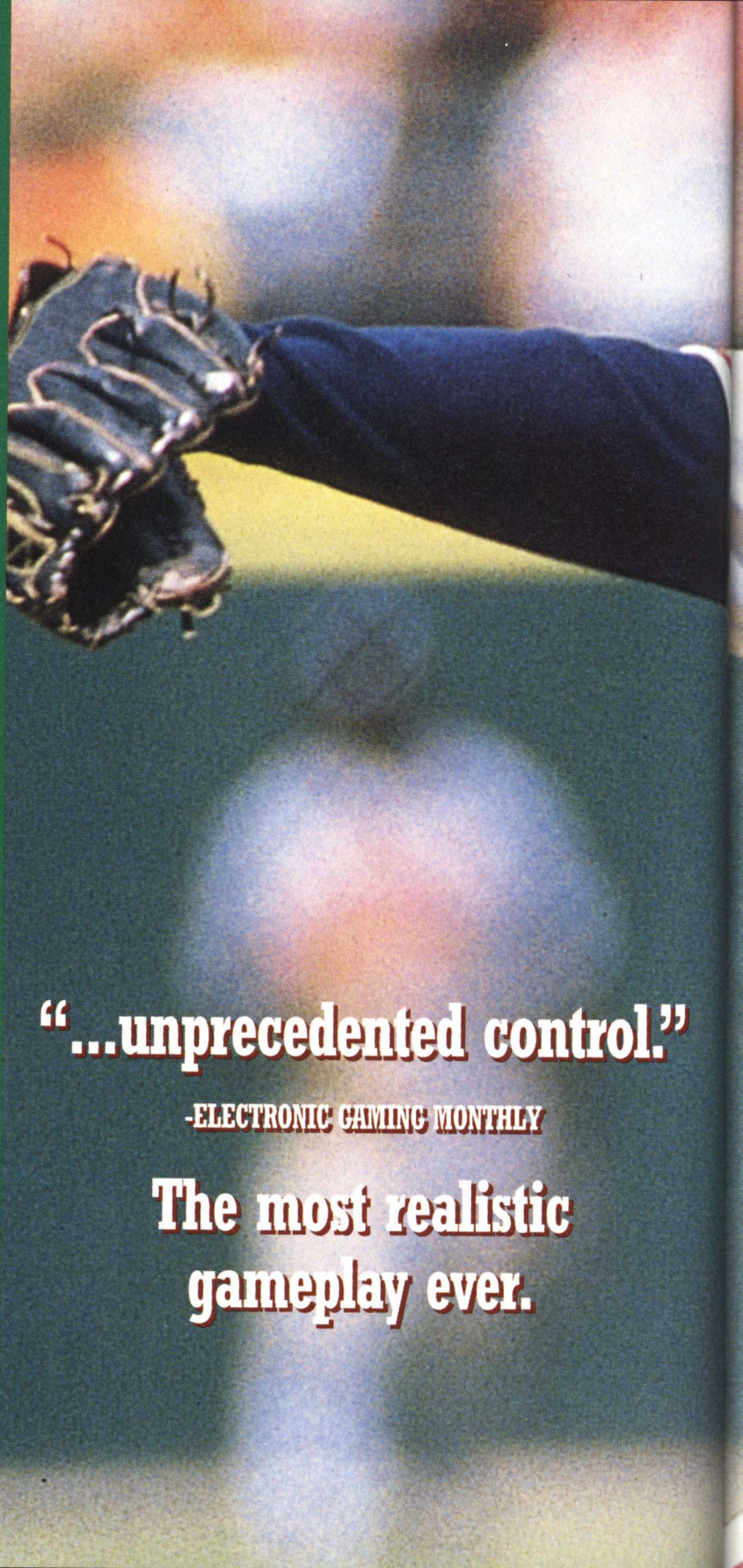
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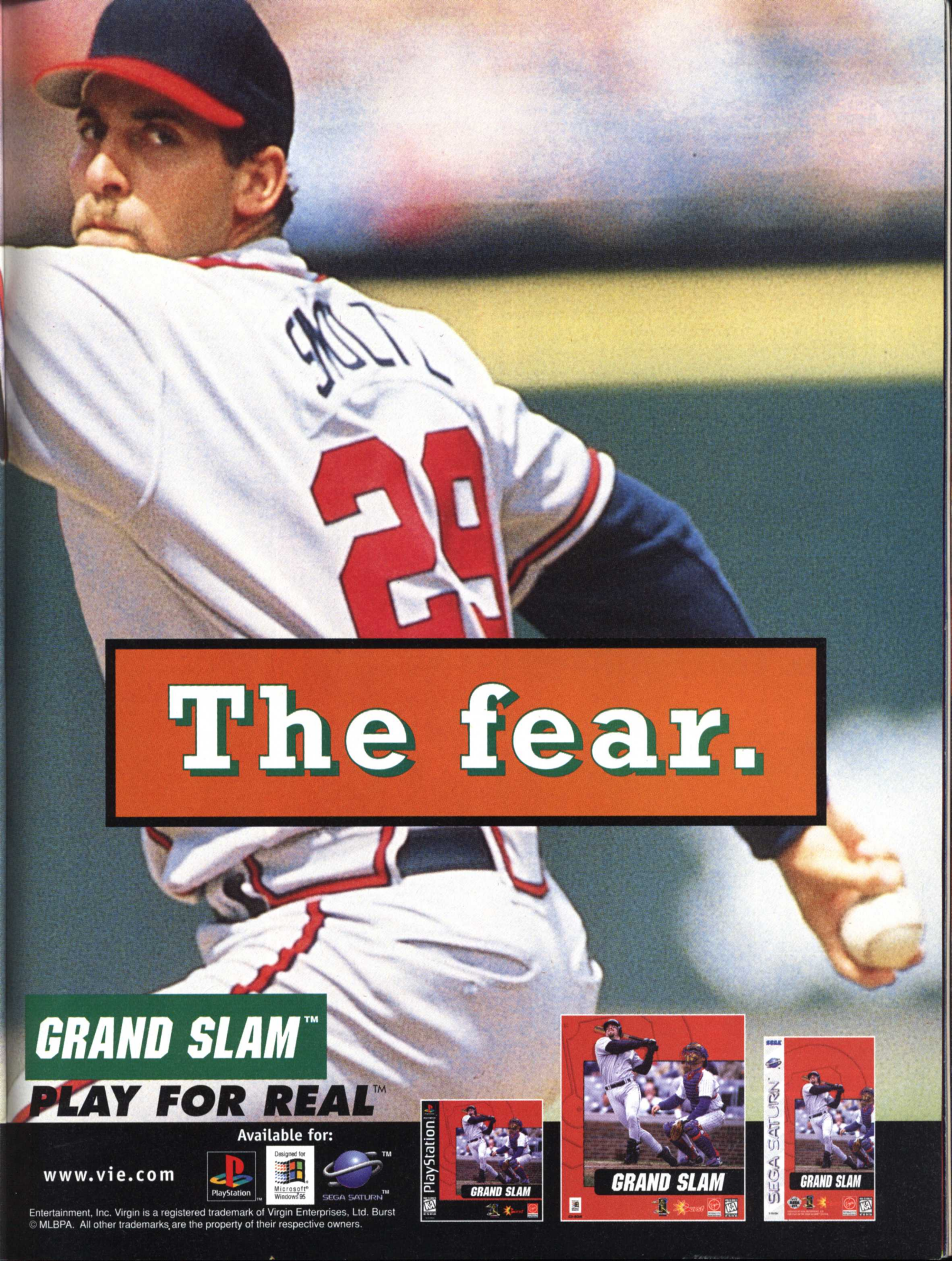
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Sneak Previews



Castlevania X

PlayStation

By Major Mike



Konami's classic vampire-killer series goes 32-bit with *Castlevania X*!

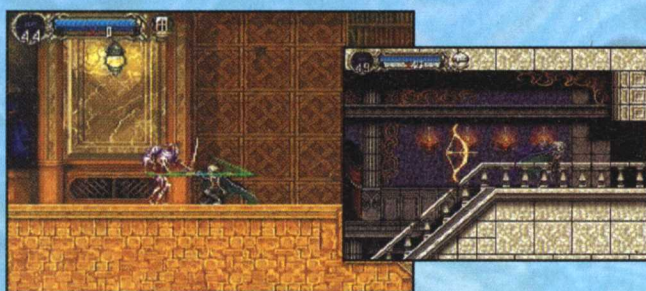


Graphics to Die For

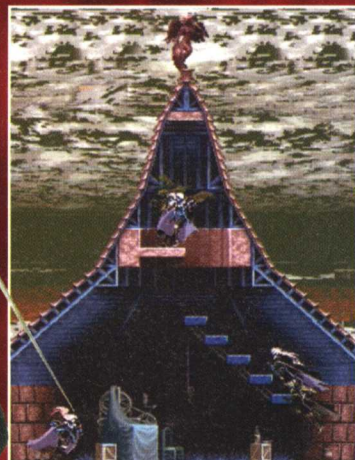


Castlevania X keeps the 2D side-scrolling engine of its predecessors. The colorful graphics feature eye-popping spells and special attacks. The monsters are also something to behold, with giant floating skulls and other gigantic monsters.

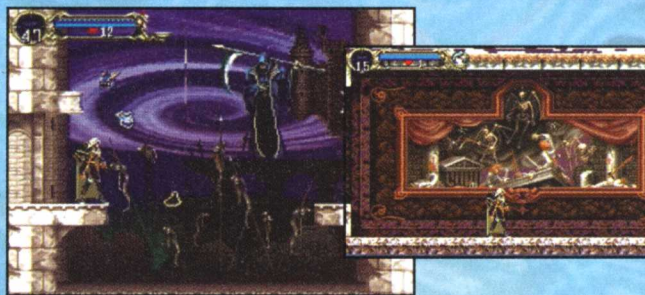
Lethal Attacks



You play as Alucard, Dracula's rebellious son. In addition to the usual jump-and-slash scheme, the game throws in some RPG elements, like the ability to manage an inventory of weapons and spells. Alucard can also morph into a bat, a wolf, or mist.



Making the Cut



Castlevania X is huge! It's nonlinear, and packed with hidden areas and bizarre monsters. Stay tuned to upcoming issues of *GamePro* for more on this promising title. From what we've seen so far, *Castlevania* fans should really be able to sink their teeth into this game.

Developed and published by
Konami of Japan
Available June

60% COMPLETE



Dark Rift

Nintendo 64

By Dr. Zombie



The Nintendo 64 gets another fighting game to fill the rift for action-hungry fighting fans.

Strange New Worlds



If these screens are any indication, then Dark Rift should take full advantage of the N64's impressive graphics engine. Cutting-edge motion-capture technology enables these realistic-looking fighters to move seamlessly through their environments. Ultra-fast frame rates will render impressive, real-time scaling with lush 3D backgrounds. Additional special effects, such as fog and ambient lighting, should complete the overall visual impact of the game.

Future Fighters



Dark Rift is a fighting-fan's fighter with a fighting-fan's list of features. Choose among eight fierce-looking warriors, then face off against two formidable end bosses, or go head-to-head against a friend. The deep gameplay features multiple grab moves, 10-hit chain combos, projectiles, sidestepping block moves, and combo breakers.

If Looks Could Kill



There will always be a receptive audience for a well-programmed fighting game, especially on the new N64 platform. Dark Rift already merits attention based on its look and list of features. We look forward to putting the fighters through their paces firsthand to see if the programming matches the appearance.



Developed and published by
Vic Tokai
Available April/May
80% COMPLETE

THE MINDS BEHIND TEKKEN 2™ WOULD LIKE TO
SHOW YOU HOW SHARP THEY REALLY ARE.

If you thought Tekken 2™ was tough, take a stab at Soul Blade™ for the Sony PlayStation™. You'll be transported back to the 15th century where you and ten of the world's most awe-inspiring warriors engage in bloody pursuit of SoulEdge - the ultimate weapon. Since only one warrior will find it, the battles are fast, fierce and furious. Intensified by the fact that the warriors can fight with a huge arsenal of intimidating weapons. Not to mention glowing motion blurs, an authentic weapon-to-weapon combat system, polygon characters, real 3D backgrounds and a host of other awesome features. No wonder Soul Blade is a cut above.



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Seung Mi Na

Heart & Soul Girl

- Burning Free Wheel: ↗ B+K
- Dancing Souls: A, → A, A, K
- Skyscraper: ← B ↓ A+B
- Earth Crusher: → ↗ K, K, K
- Killing Vault: ↗ A+B
- Crystal Cyclone:
A+B+K, ← ← A+B



POWERED BY namco



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Rock

Reckless Commando

- Fullmoon Fever: ↓ ↘ → B+K
- Elephant Trunk: ↘ B
- Great Sky Splitter: ↓ A, B
- Tornado: → → A, B
- Battle Ax: → → B
- Devastator:
A+B+K, → ↘ ↓ ← ← A+G



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Li Long

Rage of Executor

- Serpent Dance: → A, A, ↓ K, B
- Circle of Destruction: ↘ B+K
- Double Stab: ↓ A, ↑ B
- Snake Venom: → B, B
- Rising Kick: → → K
- Fire & Brimstone:
A+B+K, → → A+B



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Cervantes de Leon

The Immortal Pirate

- Fearless Wretch: B, B, ↓ A
- Speeding Bullet: → B, B, B
- Sign of the Cross: ← ← B
- Self Destruction: ↓ ← ← B
- Heroic Act: ↘ A+B
- Hunter of Shadows:
A+B+K, → ↘ ↘ A+K



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Voldo

Hell Guardian

- Blood Follows Blood: ↓ ↘ → A
- Evil Bow: ↓ A+B
- Demon Elbow: → → B
- Black Masquerade: A, ↓ B
- Lift Up Kick: ↘ K
- House of Pain:
A+B+K ↑ ↓ A+B



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Mitsurugi Heishiro

Lone Swordsman

- Sudden Wind: B, B, A, ↓ A
- Thunder Strike: → → B
- Leg Sweeper: ↓ K, B
- Wood Chopper: ← K, B
- Cross the Stryx:
A+B+K, ← ← ↓ ↘ → B+K
- Hammer of God: → ↘ ↓ ← ← B



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Taki

Underground Hunter

- Silent Storm: B, B, A, K
- Assassin's Strike: → → B
- Assassin's Kick (triple): ↘ K, K, K
- Deadly Roulette: A+K
- Haley's Comet: → ↘ ↓ ← ← B
- Wind of Death:
A+B+K, ↓ ↑ B+K



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Siegfried Schtauffen

Innocent Darkside

- Brutal Kick: → → K
- Man Slaughter: B, B, K
- Spiral Blade: while getting up, A, A
- Sledge Hammer: → → A+B
- Earth Divide: ↓ ↘ → B
- Command of the Blade:
A+B+K, → ↘ ↘ B+K



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Sophitia Alexandra

Emotional Goddess

- Guardian of Law: ← ← ← A, B
- Athens Upper: → ↓ ↘ B
- Sunshine Flip: A+K
- Angel's Dive: ↗ K, B
- Angel's Flip: ↗ K, K
- Soul Asylum:
A+B+K, ↓ ↘ → A+G



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Master the Critical Edge for some incredibly devastating combo's.



With a flash of light and a thunderous sound, blades meet with weapon-to-weapon recoil action.



Intense and inspiring opening cinematics feature multiple, real-time endings for every character.



Beautiful polygon characters and 3D arenas produce action so real, you may want to wear armor.

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Herc's Adventures

PlayStation Saturn

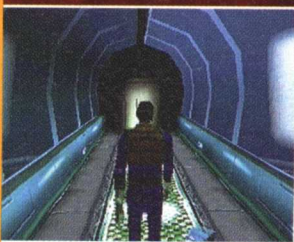
LucasArts presents its take on Greek mythology in a new 3/4-overhead-view action game. You play as one of three characters—Hercules, Jason, or Atlanta—each armed with a special weapon. The heroes must collect power-ups and other handy items to help them complete their adventure.

The game has cool animated graphics reminiscent of Saturday-morning cartoons (which especially shine in the cinema sequences), excellent voices, and whimsical music. Even in this 80 percent version, the controls were very responsive, and they felt well suited for hours of trekkin' across Herc's huge landscapes. Herc's Adventures is Zombies Ate My Neighbors with Greek gods and monsters, and it's all good.—Major Mike



Developed and published by LucasArts
Available now

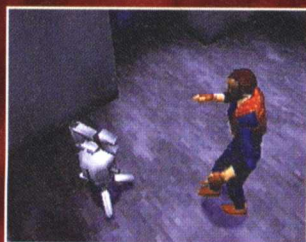
80% COMPLETE



OverBlood

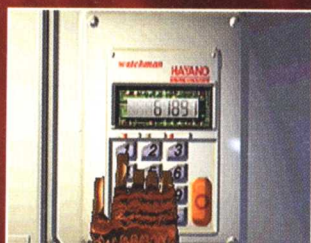
PlayStation

OverBlood is a cerebral action/adventure thriller that draws its energy from a continuous series of puzzles you must solve in order to stay alive. You start the game in an



abandoned laboratory as Raz, an amnesiac who's been locked underground and subjected to mysterious experiments for years. As you try to escape and remember your past, you pick up two sidekicks—who become vital since certain puzzles can be solved only by them. Featuring a full 3D environment and three camera angles, OverBlood (which is being translated

from the popular Japanese version) could be a worthy successor to Resident Evil.—Johnny Ballgame



Developed by Riverhillsoft
Published by Electronic Arts
Available April
(Japanese version previewed)

100% COMPLETE





NTSC U/C

PlayStation™

RATED FOR TEEN AND OLDER



ESRB RATED BY

SCUS-94552 94552



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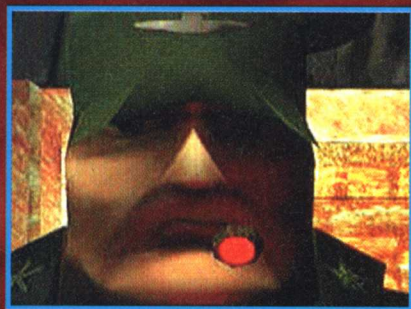
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Broken Helix

PlayStation

Even from what we've seen in this preview version, Broken Helix is shaping up to be a good-looking sci-fi action/adventure game that mixes intense run-n-gun Doom-style shooter action with brain-teasing Resident Evil-like mystery solving. There's trouble at Area 51

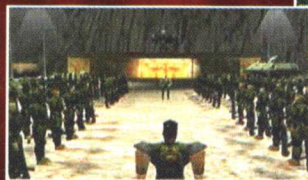
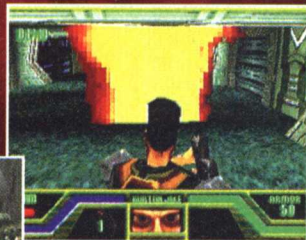


(again), and as the hero Jake, you'll play from four perspectives, based on decisions you make early in the game. You can be Jake as a marine leader, Jake helping some sorry scientists, Jake saving an alien race, or Jake as an alien hybrid. The game provides between 13 and

16 levels and 5 endings, depending on the story track you take. Broken Helix shows great promise. One only hopes that the spirit of this preview won't be broken in the game's final cut. —*Slo Mo*

Developed and published by Konami
Available March

70% COMPLETE



BattleStations

PlayStation

There hasn't been a war sim that's this fast or this fun since Iron Storm. BattleStations is a one- or two-player game where you can wage an arcade battle against another player or mount a full-blown strategy campaign against the computer. The ships duke it out by firing guns, launching homing missiles, sending out F-14 fighters (which you can also control on kamikaze runs), and more. EA is touting the arcade component as being like Tekken 2 with ships. While that's going a little too far, it's safe to say that this early version is fun and addictive once you get used to the controls. BattleStations may prove to be a lethal Strike successor.

—*Scary Larry*



Developed and published by Electronic Arts
Available March

60% COMPLETE



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The last and most brutal Doom™ there will ever be. Enhanced for the N64 with even more twisted challenging levels plus new looks for all your old friends and weapons. Only the N64 could handle a Doom this tough. So now you can go out in a blaze of glory. Or a body bag.



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So hit the dirt. 'Cause once you rev up VMX, it's sure as hell gonna hit you.

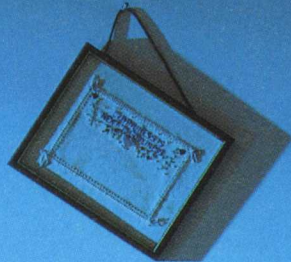


Why go out for mud when



<http://www.playmatestoys.com>

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you can have it delivered?



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Realms OF THE Haunting



PROTIP: When facing these fleet-footed skeletons, back away and don't shoot till they approach you in a straight line.

PC GamePro REVIEW
DOS, Win 95
By Air Hendrix



PROTIP: Take the shrine and staff when they're offered—they're essential as a key and weapon (respectively) later.

Layered with all the darkness of a sinister horror flick, *Realms of the Haunting* delivers a deliciously creepy tale, mixing intense Doom-style combat with adventure-style puzzles and exploration. A few hiccups aside, this four-CD beast reels you in for a nail-bitin' good time.

Dark and Stormy Night

Like most horror stories, *Realms* opens with your entrance into a haunted mansion. Playing as Adam Randall, you must save your father's soul from the evil forces holding it captive while preventing Hell's legions from taking over.

While the plot's not terribly original, *Realms* keeps you fascinated with impressive, high-quality cinematics and engaging gameplay. There's plenty of monster butt to kick—you'll take on everything from skeletons to demons as Adam blasts

away from a first-person view with shotguns, magical staves, grenade launchers, and more.

The other side of *Realms* is exploration: Finding keys, collecting artifacts, tricking open secret rooms, and the like. While sometimes it gets frustratingly arbitrary, overall the adventure side, action side, and story line blend together



PROTIP: When you hear metal creaking, these big, lumbering enemies are hot on your tail. Take 'em out quick—they pack a hefty wallop.



PROTIP: Be sure to check for secret items in places that are in plain sight but not too obvious, such as under the water of this fountain.

quite nicely. The end result is pretty captivating.

As for the controls, the inventory management's about as smooth and accessible as it can get. Using the keyboard to move in concert with the cursor to shoot and collect items feels clunky at first, but it settles in comfortably with time.

Yikes!

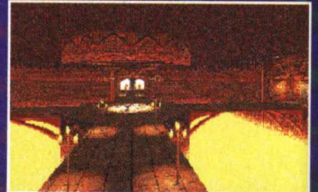
The outstanding sounds build a palpable terror that pervades the entire game. Tense, haunting music is backed by unsettling atmospheric effects like babies crying and bones rattling. You'll start in your seat, no question. On the down side, though, the excessively repetitive voices, which describe every item you find, quickly grow irritating.

Visually, *Realms* serves up beautifully rendered backgrounds and topnotch movie clips that maintain the mood perfectly. The motions of the mon-

sters are a tad stilted, but their creepy looks and surprise appearances keep the spooky factor high.

Realm of Fun

Realms has its minor quirks, but the game's a blast because it exercises your brain with intriguing, challenging adventure elements while quenching your bloodlust with frenzied skull-bustin'. You'll have a fine time playing in this Realm. **G**



You'll spend plenty of time exploring all the Realms, including the fire-and-brimstone one!

Realms of the Haunting by Interplay			
Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.5
\$42	First-person view	Challenge: Adjustable	Replay value: Medium
4 CDs	Available now	Action/adventure	ESRB rating: Teen
1 player			
Minimum System Specifications			
• MS-DOS 5.0 or later	• SoundBlaster, Microsoft Sound System, or Ensoniq Soundscape	• Double-speed CD-ROM drive	
• Pentium 75			
• 16 MB RAM			
• 20 MB on hard drive			
• VGA or SVGA graphics			



Unreal

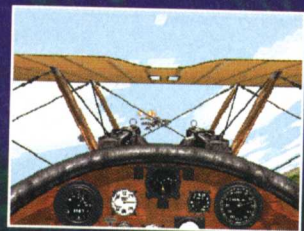
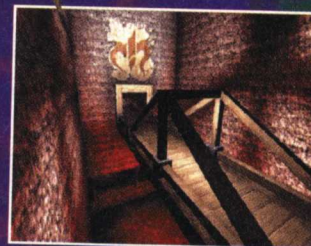
Win 95

Unreal, a 3D corridor shooter containing rich graphics and intense action, may turn out to be very real to Quake gamers ready for more first-person gunning. In Unreal, you play as a prisoner who's freed when his ship crash-lands on a hostile planet. From there, you embark on a first-person battle for survival as you pick up weapons to use against an onslaught of monsters that are also shipwrecked. One of the game's notable features is its



continuous stages. Instead of employing a level-by-level approach, Unreal blends together all the levels without interrupting gameplay. The game also utilizes Intel's MMX processor to provide enhanced graphics and light-sourcing effects, such as casting shadows. We'll have more on this game that GT is dubbing the "Quake killer."—Major Mike

By GT Interactive
Available Third Quarter '97



Red Baron II

Win 95

The sequel to one of the most popular PC flight sims, Red Baron II is finally on the horizon. As a pilot for one of the great powers (Britain, France, Germany, and America) during World War I, you can fly single missions or you can build a career by completing

bombing runs, dogfights, and other sorties. Success earns you promotions through the ranks to mission commander, where you make strategic plans for your flight squadron. Technically, Baron II boasts better graphics than its predecessor, as well as texture-mapped historically accurate landscapes, an advanced A.I., and a mission generator.

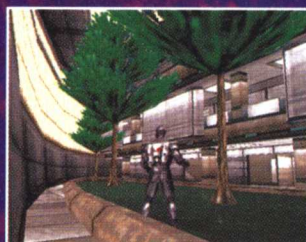
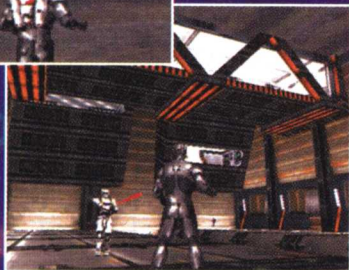
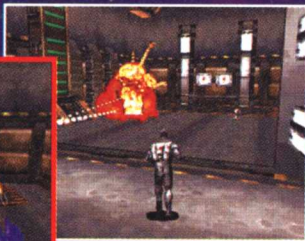
—Major Mike

By Sierra On-Line
Available May



Esoteria 3

Win 95



MDK might have some competition with *Esoteria 3*, a promising action game where you play as a genetically engineered assassin who rebels against his tyrannical creators. Spanning a wide array of cityscapes, caves, underwater areas, and more, the huge world you play in never breaks for levels or other transitions. The addictive gameplay combines combat and exploration as you kick butt from a behind-the-player perspective. On the control side, an ultra playable mouse/keyboard combo enables you to move in one direction and shoot in another with extreme ease. You'll need a strong rig to get the game going—a Pentium 120 with 16 MB RAM—but this hot prospect will probably reel in everyone who can play it.—*Air Hendrix*

By Mobeus Designs
Available April

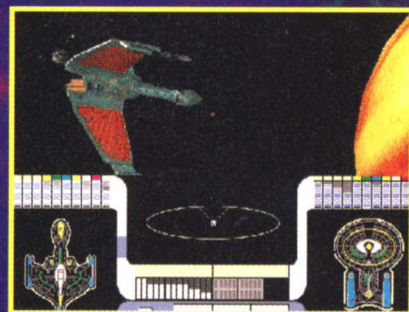


Star Trek Generations

Win 95

A star-studded treat for Trek fans, this intriguing action/adventure game features the entire crew from the flick, including voices by William Shatner, Patrick Stewart, and Malcolm McDowell. Closely following the plot of the movie, gamers must pinpoint the location of Nexus and stop Soran from destroying a solar system. The game's split into three parts: away missions, where you blast baddies and explore in a Doom-style perspective; space combat, where you guide the *Enterprise* through head-to-head battles with other ships; and stellar cartography, where you use that nifty holographic room seen in the movie to track the Nexus and Soran.—*Air Hendrix*

By MicroProse
Available Second Quarter '97



Yesterday, you were a cocky 2-D arcade shooter. Today, you totally suck.



We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and

destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.



NanoTek Warrior™



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**THE SPIDER THAT'S ALSO AN
EXTERMINATOR**





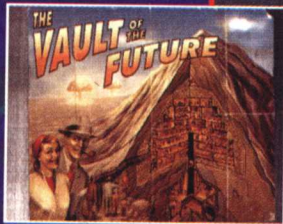
Fallout

Win 95

In *Fallout*, you're a survivor of a nuclear war. Emerging from your shelter after the holocaust, you must brave the terrors of your new world. As the first GURPS (Generic Universal Role-Playing System) computer game, *Fallout* has tons of selectable attributes that enable you to control or to change virtually every aspect of your character. Every change results in a different cause-and-effect scenario, creating unlimited gameplay possibilities. Gamers looking for a true RPG definitely have a lot to get excited about with *Fallout*.—*Major Mike*

By Interplay

Available Third Quarter '97



Army Men

Win 95

Army Men, a real-time action/strategy game, brings to life those plastic figures that every kid's played with. Playing as either the Green or the Tan army, you defend your base and strive to obliterate your foe's. Each side packs serious heat, including choppers, gunboats and tanks, as well as ground forces that fight with missiles, flamethrowers, anti-aircraft artillery, and more. 3DO's focusing on making the combat intense enough that you don't get bogged down in strategic details, and the gorgeous graphics should keep you coming back for more.—*Air Hendrix*

By Studio 3DO

Available Summer '97



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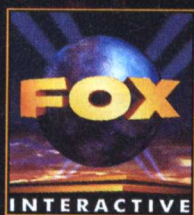


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Hot at the Arcades



One of Ibuki's Art Moves—the Super Kunai. During a jump, motion ↓ ↘ → ↓ ↘ → P. Ibuki rains deadly shurikins on opponents.



Ryu



Ryu, the SF "signature character," returns with his trademark fireball and Dragon Punch moves.



Ken



With his Flaming Dragon Punch and fireball, Ken is still Ryu's biggest rival.



The Frame Game
Ryu's fireball...



...uses 4 frames of animation in Street Fighter Alpha...



...but uses 14 frames of animation in SFIII!



Necro



Necro was experimented on by Russian scientists, which resulted in his incredibly flexible limbs.

STREET FIGHTER III

NEW GENERATION

Is the third time still a charm?

By Major Mike

Special thanks to Ken Ogasawara

Street Fighter III is finally here! The fighting series that's been six years—and seven variations and sequels—in the making will release its latest addition this spring. Does the game measure up to the hype? *GamePro* played a test version of Street Fighter III. Here are some of our impressions.

Note: This preview is from a test version of Street Fighter III that isn't final. Some of the special character moves and game elements may change.

New Generation of Fighters and Fighting

SFIII nearly wipes the fighting slate clean with nine new characters—with only Ken and Ryu returning, it features the most new characters ever in a Street Fighter game. Another notable change is a new meter below the energy bar called the Stun Meter. This meter slowly builds

with each hit you take, and once maxed out, your fighter becomes dizzy.

New Look

SFIII sets new standards in hand-drawn animation. Using the new CPS III arcade board, SFIII packs four times as much animation as Street Fighter Alpha. The result is the best-



Ibuki teaches Ryu some of her martial arts.



Slow but strong, Alex can inflict massive damage if he gets his hands on you.

looking hand-drawn animation in a fighting game to date.

Lush environments accompany each battle, with plenty of background activity from spectators and animals. There are also interactive elements, like breakable statues and background color changes between rounds. For example, the small village in Ibuki's



Brutal brawler Dudley takes on the nimble ninja Ibuki.



Fantastic hand-drawn art on the fighter-select screen—a Capcom trademark!



Traditional victory screens punctuate each fight.



One of Ibuki's Art Moves



Brazilian fighter Sean fighting the ninja Ibuki

stage changes from dawn to dusk with each passing round.

The sound also rocks, with excellent music and rich audio effects, courtesy of the cabinet's Q-Sound.

Controls Are the Key

Excellent controls make this game. The regular special moves are a breeze to execute. The game's super special Art Moves are flashy and do a sizable amount of damage. Executing them basically consists

of pulling off two consecutive fireball motions and pressing a punch or kick button.

The Final Round

SFIII looks like a welcome addition to the SF series. And with other popular fighting sequels like Tekken 3 and Mortal Kombat IV waiting down the line, the battle for your quarters may be just heating up.

**Published by Capcom
Available Spring '97**

The Lineup



There are 11 fighters in the latest SF installment. To play as Yang, put the cursor over Ying and press any kick.



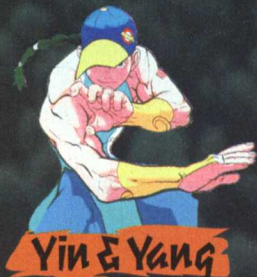
After picking your fighter, you can then select one of three Art Moves (these are similar to the super moves in Street Fighter Alpha).



A Brazilian bruiser, Sean wants Ken to teach him martial arts.



An agile ninja in training, Ibuki strikes with deadly precision. However, she damages easily.



Twins from Hong Kong, Yin and Yang were taught kung fu by their grandfather, who was a master of the martial art.



Trained by a former soldier, Alex is looking for the man who defeated his mentor. Alex moves slowly, but he packs a wallop.



A British heavyweight boxer, Dudley mixes speed with brute force. He has no projectiles, but he throws a mean punch.



Fighting with a Capoeira style that emphasizes kicks, Elena's long legs have great reach. All her moves use kicks.



Because he uses charge moves, Oro is most similar to Guile. This one-armed fighter is a hermit from the Amazon rain forest.

TEKKEN 3

Will Tekken 3 be the king of fighting games in '97?

ARCADE PREVIEW

By Johnny Ballgame

Tekken 3 is here! With improved graphics, new characters and back-grounds, and the fiercest bone-crunching moves on earth, Tekken 3 looks like it will help Namco maintain its dominance in the fighting game genre for another year.

Food of the Gods

In Tekken 3, an excavation by Heihachi's Tekken Forces unearths a mysterious God of Fight who feeds on the souls of martial arts masters. Meanwhile, Jun (from Tekken 2) has a son, Jin, who begins to train with Heihachi after the God of Fight defeats his mother. Heihachi organizes a contest, The King of Iron Fist Tournament 3, in order to lure GOF into battle so Jin can seek revenge.

From what we've seen, the returning fighters include Lei, Law, Paul, King, and Yoshimitsu, while the new characters include Jin, Hwoarang (who fights like Baek), and Xiaoyu (a fierce female whose quick moves pummel opponents). Stay tuned to *GamePro* for more coverage on Tekken 3!

Published by Namco
Available March



King gives Lei a boot to the chops.



Lei holds off defeat with a shoulder block into Paul's midsection.



King tries to kick his way to victory.



Yoshimitsu knocks down Law with a handspring kick.



Jin hits Paul with an uppercut.



Lei finishes off Paul with an elbow drop.

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But you better hurry — this is the last time Descent is coming to the PlayStation game console. So go down for the last time in this 360° non-stop, laser-blazing underworld you got hooked on known as Descent. After this, the only thing left will be some incredible memories and a few new craters.



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GamePro Exclusive

MAXIMUM FORCE

Get ready to shoot 'em and smile with the latest arcade gun game from the creators of Area 51.

By Johnny Ballgame

Lock 'n' load and get ready to explode with the latest pistol-pumpin', run-and-gun-nin', power-charged shoot-em-up from the creators of Area 51. The only question is: Do ya got what it takes to pull the trigger? Well, do ya, punk?

Maximum Carnage

The story: You're a former U.S. counter-terrorism agent who's being hunted by terrorists. Recently you've uncovered information revealing that the leaders of the world's three most treacherous terrorist organizations have joined forces to teach you a bloody lesson. As you investigate the extremist groups further, you discover a diabolical plot of worldwide terror that includes sabotaging the World City Bank, nuclear stockpiling on Easter Island, and the manufacturing of mind-control drugs by the sinister Jungle Cartel. It's up to you to blast the bad guys, seek revenge, and save the world from a global catastrophe.

Any Means Necessary

Maximum Force features three barrel-burning missions that pit you against thousands of terrorists. There are also 30 hidden

rooms, upping the ante for players trying to complete the entire game. Graphically, the game blends rendered backgrounds with digitized animation. The movie-quality sound enhances the suspense of each mission.

Maximum Fun

With over 30 minutes of gameplay, terrorist plots, secret rooms, and general mayhem, Maximum Force looks to be the steel-tipped bullet of shooting games. If you have the guts and an itchy trigger finger, step up and grab the gun: The fate of the world rests on your aim. **G**

Published by Atari
Available March



Keep a watchful eye for helicopters trying to take you out.



As in Area 51, Maximum Force takes you along for rides in vehicles like helicopters, elevators, and hydrosleds.

Mission 1



Avoid shooting civilians who wander into the line of fire.

Mission 2



Look for power-ups scattered among the terrorists.



These terrorists show their intelligence by hopping on a nuclear device, which they will detonate in 30 seconds.



Blast the terrorists inside the World City Bank.

Secret Rooms



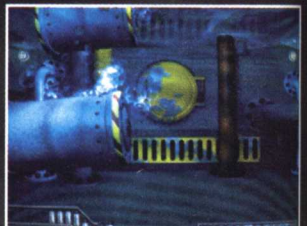
The Bachelor Pad



Danger crashes in on you when you least expect it.



Chicken Fry



As you emerge from an undersea excursion on Nuke Island, you encounter depth charges.

Mission 3



To conquer the jungle level, you must successfully crush the brains behind the cartel.



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Turok: Dinosaur Hunter

(By Acclaim)

By Little Big Scary

PREVIEW

\$79.99
Available March
1 player
Corridor shooter
9 levels
First-person view



TUROK

DINOSAUR HUNTER



PROTIP: Don't hug walls too closely; some areas are booby-trapped with wall spikes.



PROTIP: When you find save points, make sure that all enemies around the save point have been eliminated, or they'll come back when you load the game.



PROTIP: Certain small animals (like the deer and the boar) give up health points when shot. Use the shotgun to get more points out of them.



PROTIP: Having trouble aiming accurately at enemies standing on ledges? Turn on the map and use the cursor in the middle as a targeting guide.

For those about Tu-rok, we salute you! Turok: Dinosaur Hunter brings on some serious gun-totin', sauroid-slashin', rip-roarin' action with a cool polygonal look and some gory graphics. Not just another Doom dummy, Turok: Dinosaur Hunter is the best corridor shooter on the Nintendo 64!

Dinosaur Doomed

Turok comes with a host of moves unavailable to standard corridor shooters—the ability to jump, climb, swim, or look around 360 degrees. Added to these abilities are 10 outstanding weapons that make those in Doom look like pea shooters (see "An Array of Armaments" on the next page).

Turok tells the tale of a mystical warrior who's out to stop an evil overlord known as The Campaigner from altering time in nine levels of increasingly frantic and blood-soaked gameplay. As a matter of fact, you'll see more red than at the May Day Parade, with excellently depicted scenes of deaths and maiming (parents—watch the rating on this one closely). There's also a slew of non-human aggressors, including genetically altered gorillas, leapin' lizards, and more dinosaurs than in the House of Representatives. You'll face raptors, triceratops, and tyrannosaurs, as you try to find keys and exits for each level.

The graphics are superb, with excellent polygonal motion-captured enemies. They glide in smoothly to attack you, and when you dispose of them, they fly back or die with a realism



Graphics

5.0

Detailed enemies, spectacular explosions, and zero pixelization when you get close to objects make this one of the great graphic forays for the Nintendo 64 so far.



Sound

5.0

A thundering beat and environmental nuances (dinosaur growls, bird chirps, monkey chatter) make the game a treat for the ears as well as the eyes.



Control

5.0

Although you need a few practice rounds to get used to the analog controller, it soon becomes second nature. Strafing, weapon selection, and an onscreen real-time map also make the controls easy to handle.

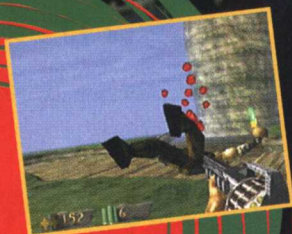


Fun Factor

5.0

Welcome to the new standard for corridor shooters. Turok will amaze, delight, and enthrall you for hours with long levels and tons of enemies. Get ready Tu-rok!

Death Becomes You





PROTIP: When confronting human enemies, use your ammo wisely. If the enemy is carrying a gun, shoot them...



PROTIP: ...but if the enemy is carrying a club or other hand-to-hand weapon, then conserve ammo and go after them with the knife.

that's almost too gruesome to watch. The misty jungles, abandoned temples, and eerie underwater sequences are all beautifully illustrated.

The sounds are also top-notch. Accompanying the death screams and garbled groans of victims is a driving jungle beat so intense you may want to do the macarena.

Get Ready Turok

Having produced awesome graphics and slick sound, Acclaim didn't let the control suffer. You track enemies



PROTIP: Against projectile-tossing enemies, just shoot, then strafe to the left or right. Their projectiles won't track you.



PROTIP: Another reason to stay clear of walls—falling rocks.



PROTIP: When you reach the top of a building, jump to other buildings to find power-ups and weapons.



PROTIP: You can get under the arc of a thrown grenade to avoid it. Shoot as you walk to take out the grenade thrower.

smoothly and, with complete control of your character, you can explore every corner of Turok's world. The only downsides are imprecise jumping and the inability to configure the joystick.

Don't sweat the little stuff, though. Turok has more firepower, more control over its environment, and more gruesome graphics than other corridor shooters. The rest are Doomed to failure. **G**

An Array of Armaments

Assault Rifle



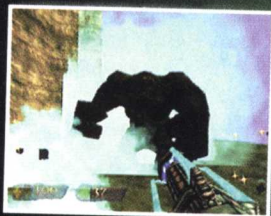
Good for distance shooting and human interaction.

Pulse Rifle



Effective against small dinos and most human enemies, but it has a limited range and requires almost pinpoint accuracy when aiming.

Particle Accelerator



This sweet little heat-packer fries your enemy, then slowly burns him until he explodes!

Alien Weapon



Powerful, but unstable. It sometimes passes right by close enemies.

Mini Gun



A cool weapon with lots of firepower. It also sounds realistic when it cools down.

Tek Arrows



Powerful, explosive arrows.

Grenade Launcher



You can re-kill dead enemies and juggle their bodies throughout the level. These do not impact immediately, so be accurate when launching them.

Quad Rocket Launcher



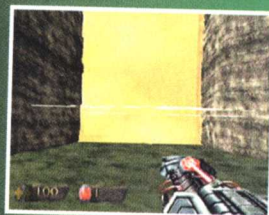
Sends three missiles at once. Good for larger dinosaurs.

Secret Weapon



A short-range nuclear-tipped arrow that produces a small blast. This weapon will take out most enemies.

Fusion Cannon



The end-all. The final weapon. The ass-kicker.



Nintendo 64



Doom 64
(By Midway Home Entertainment)
By Major Mike

PREVIEW

64 megs
Price not available
Available now
Corridor shooter
1 player
30+ levels
First-person view



Chalk up another winner for the Nintendo 64! Doom 64 pumps the tried-and-true corridor-shooter formula full of life, with another challenging, intense experience that showcases the system's capabilities.

Same Engine

Doom 64 keeps the traditional Doom shoot-and-strafe gameplay and story line (you against the forces of Hell)—but this is no simple PC port. Doom 64 goes above and beyond the other versions with eye-popping visuals, flawless controls, and new levels. Everything

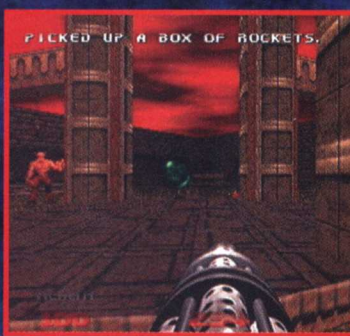
has been built from scratch, including totally redesigned monsters and weapons.

Building a Better Doom

Doom 64 is the toughest Doom yet. The levels are packed with more booby traps, puzzles, and hidden



PROTIP: Some wall panels are actually television monitors that enable you to see activity in other rooms.



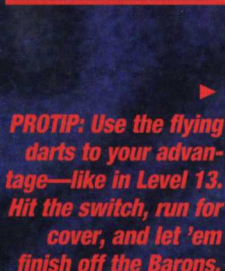
PROTIP: In Level 9, head to the middle of the courtyard after you kill the second wave of monsters. You'll find a Temporary Invincibility orb that will help you through the rest of the level.



One of the new deadly booby traps—flying darts!



PROTIP: Look for the two hidden items in Level 12—the first is the new laser rifle, and the other is a secret exit to a hidden level.



PROTIP: Use the flying darts to your advantage—like in Level 13. Hit the switch, run for cover, and let 'em finish off the Barons.



areas than the other versions. New hazards, like flying darts and homing fireballs, spice up the action. While these dangers can kill you in seconds, you can also lure monsters into their line of fire and use them to your advantage.

In addition to the usual monster lineup (like Cacodemons and Cyberdemons)

there's a new nightmare—a translucent Imp. This thing spits speedy blue fireballs, moves like lightning, and easily blends into the shadows.

In your favor, and in addition to your usual arsenal of firepower, you have a new weapon—a laser beam with thin and powerful blasts that's ideal for sniper tactics.



Graphics

5.0

The buildings and structures are awesome, and provide an atmospheric treat. The rendered monsters and weapons also look fantastic, and there is no pixelization—or overuse of "fog."



Sound

5.0

CD-quality music provides the most chilling tunes heard on the N64 to date. The sound effects are equally effective with a plethora of monster squeals, weapon blasts, and other sounds of mayhem.



The new multicolored map mode




PRO TIP: Kill Lost Souls on sight; otherwise, they'll fly into you, inflicting massive damage.

Monster Mash

Doom 64 looks awesome—it's the best-looking of all the versions, courtesy of the N64's graphics. The stages are huge and filled with atmospheric effects like burning skies, flashes of lightning, and awesome light sourcing. The monsters never looked better (or more disgusting), and are loaded with frightening detail right down to the Bulldog Demon's razor-sharp teeth.



The forces of Hell are at it again!



Control

5.0 Using the analog stick does take some getting used to, but once mastered, it becomes second nature. The multiple functions are also easily accessible on the N64 controller.



Hair-raising symphonies and bone-chilling sound effects as you plow through the forces of Hell put the music on a par with the visuals.

Poor controls can doom any corridor shooter, but Doom 64's are tight and responsive, and using the N64's analog stick quickly becomes second nature.

Doom Lives

If you're a Doom fan, this version delivers the goods and provides an intense Doom experience like none before. If you want a shooter with epic exploration and adventure, Turok: Dinosaur Hunter is your game (see ProReview, this issue). For nonstop, anxiety-filled shooting action, Doom 64 is the one to get. **G**



Fun Factor

5.0 The classic corridor shooter gets a facelift with the best-looking and challenging version of Doom yet. Those who thought Doom was dead, think again.

PRO TIP: Some walls are actually illusions. Fire random shots to scope these out—if there are no sparks from the bullet hitting the wall, then the wall is fake.



Getting two monsters to fight each other is a fun tactic. Here a Bulldog Demon and a Cacodemon have a chat about fireball safety.



PRO TIP: At the start of Level 15, circle the arena and keep moving; homing missiles will kill you fast if you stand still.



PRO TIP: In Level 17, go to the bars by the exit and use sniper tactics to kill the monsters in the arena. Most monsters lack the precision to hit you through the bars. This is especially helpful when the two Cyberdemons show up!



PRO TIP: In the Level 16 exit room, stay on the raised strip in the middle when you kill the last monster—the floor on either side drops into a pool of lava.



Approach any key with caution. When you grab one, monsters are likely to appear out of thin air and attack.



PREVIEW



Mario Kart 64

(By Nintendo)

By Dr. Zombie



Price not available
Available now
Driving/action

4 players
Behind-the-vehicle view
16 tracks
3 play modes



It's a small (Mario) world after all! You end up here if you place in the top three of each stage.



Split-screen, simultaneous four-player mode!



PROTIP: On the Beach Stage, don't bother trying the tunnel shortcut unless you have a speed burst available.



Super Mario Kart fans, rejoice! Mario Kart 64 retains all the action and flavor of its 16-bit predecessor and turbo-thrusts it with incredible graphics and complex, challenging racetracks that ensure hours of gameplay and fun.

Choose among eight drivers from Yoshi to Wario and race on 16 tracks that feature power-ups and moving obstacles such as trucks, trains, and even dive-bombing giant penguins! Focus just on driving the Mario Grand Prix, or choose from four arenas for the head-to-head Battle mode. Play solo or challenge up to three other players in simultaneous action that doesn't miss a beat in its compact form.

Mario Kart 64 is a must-buy and a must-play. If you've experienced Super Mario Kart on the SNES, this game will feel like a grand homecoming. New players of all skill levels will instantly pick up on the fun. Get ready, get set, get going with Mario Kart 64! **G**



PROTIP: The gang's all here! Hint: Yoshi and Toad are tiny, but fast!

Control

5.0 This game is incredibly easy to pick up and play. The controls are simple and extremely responsive, and they put the N64 joystick to excellent use.

Fun Factor

5.0 The abundance of racetracks, variety of challenges, and excellent gameplay ensure fun for all skill levels and guarantee hours of replay. A must-buy if you're looking for fast-paced N64 fun!

Graphics

5.0 Eye-popping visuals rev up the N64's graphics engine. A wide variety of effects and textures, from smoke to ice to neon, bring each racetrack to vibrant 3D life.

Sound

5.0 Crisp, clear signature sounds for each driver, catchy stereo tunes for each racetrack, and sound effects from past Mario games make this an audio delight.



PROTIP: Lean hard into each curve to gain precious seconds.



PROTIP: You don't have to launch your shells to do damage. Use them as a protective barrier when you bump into close opponents.



PROTIP: All the old Super Mario Kart strategies apply. Power-slide into turns instead of using the brakes.

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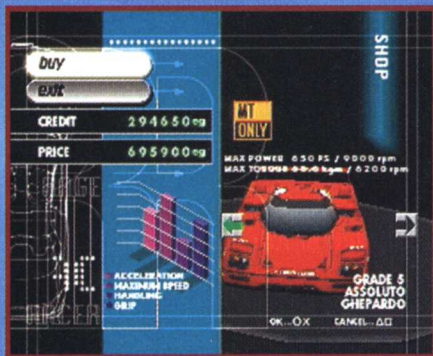
Rage Racer
(By Namco)
By Major Mike

RAGE RACER



A scene from the rendered opening cinema

Price not available
Available now
1 player
Racing
Multiple views



The best cars cost a pretty penny, and they're only available with a manual transmission.



PRO TIP: When approaching a hairpin curve, keep your finger on the gas or the brake; otherwise, you'll lose traction and may fishtail all over the track.



You can customize your racer by picking a color and logo. You can even create a logo.

Those expecting another Ridge Racer may initially be disappointed with *Rage Racer*. Although the game starts in low gear, Rage picks up momentum to become an excellent racing game.

Rage adds sim elements to the flashy arcade-quality graphics of other Namco racers. You start the game with only one car, but you can buy better cars (or upgrade an existing one) with credits you accumulate if



PRO TIP: Try not to take the ramps at top speed; you'll catch some air and land front first into the ground, slowing you down.



PRO TIP: Let fast-approaching cars ram you from behind—this slows them down and gives you a speed boost.

you rank in the top three slots in a race. As you upgrade your car, the races get faster and more intense, especially in the higher classes.

Unfortunately, the game is only for one player, so it's you against the A.I. Although you race against 12 cars in the Grand Prix, only three or four of these will provide you with any real challenge.

Once you get over the game's initial lull, you will have plenty to rage about with this cool new Racer. **G**



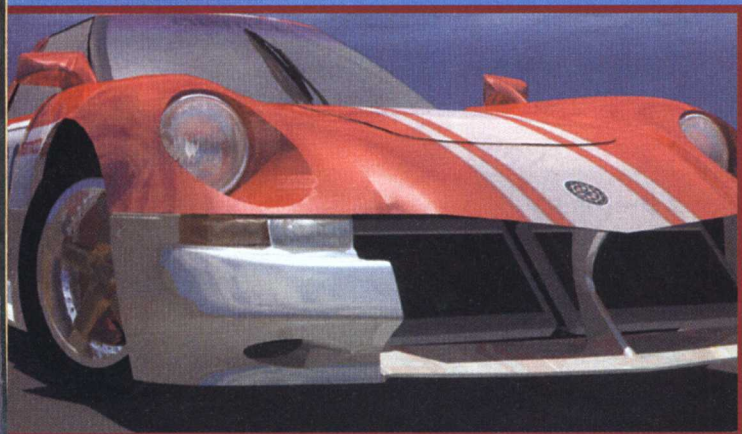
PRO TIP: Use the behind-the-car view to see if anyone is racing in your blind spot.

Fun Factor
4.5
Once you pass the slower cars, the pace and fun pick up. Again Namco ranks high with a winning racing title.

Control
4.5
The controls are excellent, but their responsiveness depends on the configuration and car you're driving.

Graphics
4.0
The rendered opening cinema is a knockout. During races, the tracks are very detailed, though breakup tends to creep in at times. Unfortunately, most tracks have depressing gray tones and lack the vibrant colors of the Ridge Racer series.

Sound
4.0
The game has a variety of excellent music tracks, and there are atmospheric tire squeals and crowd cheers. The announcer with her sophomoric remarks and innuendoes has to go, though.



Descent Maximum



PRO TIP: Make the Guide Bot scope out the level exit before you destroy the reactor.

The sequel to Descent, Descent Maximum sends you back into underground space mines to blast more renegade robots. But new elements help make this Descent worthwhile.

Maximum adds cool features to the original 360-degree-perspective shooter. A Guide Bot probe scouts out enemies and items on its own, and mounted headlights help to illuminate dark hallways. There are also new enemies—most notably one that steals weapons from your inventory when you aren't paying attention.

The graphics are smooth, for the most part, with oc-

casional choppiness and breakup when the action gets intense. However, the cinema scenes—including the exhilarating narrow escape from each level—are truly awesome.

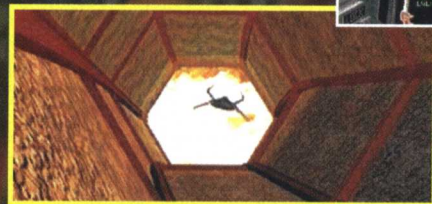
Grinding guitar riffs drive the sounds, and a plethora of effective explosions and laser blasts also score sonically.

The complex, multifunction controls are responsive. The only sore spots are the two-button simultaneous functions, which don't always produce the desired result. Successfully piloting the ship requires good reflexes and a good memory.

For solid shooting action, Descent Maximum delivers the goods. Time to go underground...again. **G**



PRO TIP: The headlights help you see in the dark, but use them sparingly—they drain your battery and alert enemy ships lurking about.



Awesome cinemas punctuate the end of each level.



PRO TIP: Use these areas to recharge your battery.

Descent Maximum by Interplay

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

\$59.95
Available now
Shooter
2 players
36 levels
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

PRO REVIEW

PLAYSTATION

Crypt Killer

(By Konami)

By Scary Larry



Crypt Killer is stalking gun gamers, and they'd better watch out. Hordes of monsters and more trigger-pulling than you'd see in a Hong Kong gangster film should satisfy gun nuts, but the poor graphics wouldn't scare your little sister.

Although almost every monster in the book is pre-

CRYPT KILLER

sent here (including mummies, werewolves, and sea monsters) and there's a good variety of shot patterns from different weapons like Gatling guns and shotguns, the game's monotonous action is rarely innovative. The gun control is on target, but cheap hits bury you constantly.

Weak visuals drive a stake into Crypt's heart. Pixelated creatures look extremely coarse, and some perspective changes (over which you have no control) are nauseating. Crypt's graphics certainly suffer by comparison to

rather than entertaining.

If fast-moving, senseless shooting is all you crave, then Crypt Killer delivers with six stages, packed to the bone yard's brim with enemies and level bosses. Crypt Killer's monster cavalcade is ambitious, but you can find better shooters. Bury this weekend rental when you're done. **G**



PRO TIP: Conserve your smart bombs for the bosses.

the lifelike polygons of Virtua Cop 2 and the gory graphics of Area 51.

The inferior sounds don't help matters. Meager groans and an annoying, disembodied talking head are irritating



PRO TIP: These blue ghouls can't be killed until they release their dark blue orbs.



PRO TIP: Skeletons throw daggers that are sometimes hard to see among their exploding bones. Keep blasting away even after the skeletons detonate to make sure you hit all the fragments.

Crypt Killer by Konami

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Price not available
Available now
Gun shooter
2 players
6 worlds
First-person view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Independence Day does a nice job of transferring jets-versus-flying-saucers combat from the big screen to the PlayStation. Here you fly an international air force composed of 10 jets, including fighters like the F-15 Eagle, the A-10 Warthog, and the Russian Sukhoi Su-72. For the grand finale, you pilot a captured saucer. The E.T. elimination covers 13 international locales, including major cities such as New York, Paris, and Tokyo.

The graphics hold their own with cinemas lifted from the flick, sharp-looking jets,



PROTIP: Judiciously using air brakes (hold L2 and R2) is the key. Slow down to maximize shots, to grab power-ups, or to make pursuing aliens fly by so you can shoot them.

and fun ground-level views. You can actually pull stunts like flying underneath the Eiffel Tower. It's a gas, but unfortunately the stunts have little to do with mission objectives.

The controls are basic, but sometimes the jet-fighting seems like supersonic pinball. That's because the gameplay

INDEPENDENCE DAY



ID4 movie scenes pump up the interest level.

Independence Day

(By Fox Interactive)

By Toxic Tommy

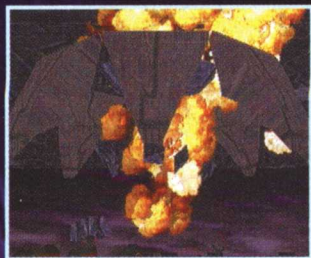


area is boxed by the massive mothership overhead, the buildings below, and a surrounding alien force field. You seem to slam into stuff everywhere.

Air Combat and Agile Warrior vets should obliterate these aliens in one sitting. But mid-level jet jocks who give this game a chance could find that Independence is worth fighting for. **G**



PROTIP: Finding Warp Tubes like this one over Moscow usually enables you to max out on power-ups.



PROTIP: Save at least two missiles for the City Destroyer.

Independence Day by Fox Interactive

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	4.0

Price not available
Available now
Jet combat
2 players

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

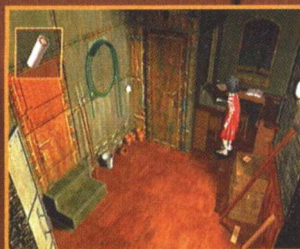
PREVIEW

PLAYSTATION

The City of Lost Children

(By Psygnosis)

By The Rookie



PROTIP: Open the register and jam it with the bone to deactivate the electric safe, then grab the cash.

Join Miette and a host of unusual characters in The City of Lost Children, a game based on last year's surreal film. City is a Resident Evil-

The City Of Lost Children

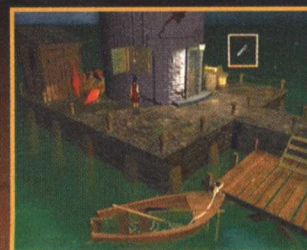
style thinker that taxes your brain while sending you into a sleep-induced state.

As the young orphan Miette, you take on various petty-theft assignments given to you by diabolical twin sisters, uniformly known as Pieuvre. Ultimately, however, your goal is to free the children who have been kidnapped for the evil Krank.

Although the graphics feature movie-quality cinematics



PROTIP: Be sure to talk to every character you encounter for helpful tips.



PROTIP: To deactivate the lighthouse, throw the iron bar you find on the dock at this fuse box.

and beautifully rendered scenes, the gameplay is very slow and is based on extremely tough searching-and-gathering rather than any intense confrontations with enemies.

The sound is a kaleidoscope of soothing background music and crisp, clear voices with European accents that give the game the feel of a foreign movie.

Those who have seen the movie will probably like this



PROTIP: Pick up chicken and cake to bribe the tramp into filling up your empty liquor bottles.

The City of Lost Children by Psygnosis

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.5	3.0

Available March
Adventure
1 player

Challenge: Advanced
Replay value: Low
ESRB rating: Teen

Peak Performance



By Johnny Ballgame

Peak Performance is a middle-of-the-road racing game whose tires begin to wear out after only a couple of days of gameplay.

Although PP offers over 20 cars along with two-player split-screen action, the limited number of tracks and the lack of crashes really slam the brakes on the fun. Graphically, the game supplies cool details, like seeing the driver frantically turning the steering



PROTIP: Brake around corners to avoid rubbing against the wall.



PROTIP: Since you can't crash, don't be afraid to take chances when passing.

wheel, but the sound is really distracting, with screeching tires and awful music.

PP should supply driving fans with a solid weekend rental, but with all the competition on the PlayStation raceway, it fails to qualify for the must-buy circuit. **G**

Peak Performance by Atlus

Graphics	Sound	Control	Fun Factor
3.5	2.0	4.0	3.0

Price not available
Available now
Racing
2 players
5 tracks

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

PREVIEW

PLAYSTATION

The Crow: City of Angels



By Dr. Zombie

Unfortunately, The Crow: City of Angels is another lackluster movie-based game. Although the 3D backgrounds are realistic and the character animations are smooth, poor gameplay and sounds prevent lasting appeal.

You control The Crow as he fights through levels laden with hidden objects and unending waves of enemies. All action is viewed from a disorienting third-person perspective that changes every few steps. The controls are

adequate, but onscreen response is hampered by the dizzying camera views. Overall, the fighting quickly becomes monotonous, and the disorientation fosters frustration. Let this Crow fly away. **G**



PROTIP: Use the sweep kick to take down multiple opponents and keep them at a distance.



PROTIP: Maneuver yourself around opponents so they cluster to one side and can't surround you.

The Crow: City of Angels by Acclaim

Graphics	Sound	Control	Fun Factor
4.0	2.5	3.0	2.0

Price not available
Available now
Action
1 player

Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Mature

PROJECT X2



By Gideon

Project X2 starts as an old-fashioned, thumb-numbing shooter for the PlayStation, but it ends with only average results. You choose from three ships and attack waves of frenetic, side-scrolling enemies with different weapons, power-ups, and mega-bombs. Although the graphics and sound effects are above average, the overall game experience is too chaotic; in fact, at times it's difficult to identify shots onscreen or to differentiate your own firepower from that of your enemies.

The action and challenges are

typical shooter fare and should satisfy shooter fans looking for a weekend rental. **G**



PROTIP: Keep moving and don't ever corner yourself along the perimeter.



PROTIP: Boss ships are so large that it's easy to hit them high or low and still avoid their missiles.

Project X2 by Acclaim

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.0

Price not available
Available Spring '97
Shooter
2 players
Side-scrolling

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

MEGA MAN 8



By The Rookie

Mega Man hits the PlayStation with Mega Man 8—a cute, colorful game that will appeal to fans of the blue boy.

You romp through familiar stages like the air and ice levels, battling Dr. Wily's baddies and stealing their weapons. This game features the same simple graphics as in previous versions—the only thing that separates this game from the 16-bit carts are the cool Japanese-style cartoons between each level.

The gameplay and control are identical to past MM ports, while the sound still boasts the same joyous theme songs and effects.

Gamers enamored with Mega Man are sure to love MM8. Others should try it for a weekend to

bring back the memories of when games were just for kids. **G**



PROTIP: Defeat the first boss by charging your gun full-tilt and then blasting his "brain."



PROTIP: Shoot constantly to clear out these penguins.

Mega Man 8 by Capcom

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Price not available
Available now
1 player
Action/adventure
Side-scrolling

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults



Soviet Strike
(By Electronic Arts)
By Air Hendrix

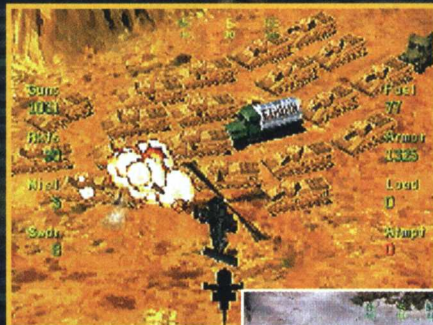


SOVIET STRIKE

\$54.95 1 player
Available now 5 levels
Action 2 views



PROTIP: In the Black Sea, waste the convoy that's about to attack the MIAs as soon as you complete the first objective. If too many MIAs are killed, the mission's scrubbed.



PROTIP: Use the jink left/right buttons to circle and attack enemies without taking heavy fire.



PROTIP: In Crimea, locate Santa Claus in the southeastern corner and blast him to pieces to score a cool toy—a 1-up.



PROTIP: When attacking large ships, strafe them repeatedly from bow to stern. This tactic keeps you at the right altitude so you have no problems connecting.



PROTIP: When attacking enemy camps like this airfield, look to circle around and attack from the least-defended approach.



PROTIP: In the Black Sea, clear out all the buildings in the north-east corner of the harbor that you attack during the second objective. They hide tons of power-ups, including a 1-up, armor, and Sidewinders.



PROTIP: In the Black Sea, use your map to locate the two stationary HINDs in the southwest. The depot where they're parked contains tons of power-ups, including two armor refills.

Graphics

Strike shines with stunningly realistic terrain and well-detailed vehicles and buildings. This eye-candy extravaganza even serves up a gaming rarity: clean, well-acted video. Unfortunately, there's no in-the-cockpit view.

4.5

Sound

The sound erupts with intense explosions and weapons effects. The voice of mission control provides much-needed advice, and you'll laugh till your stomach hurts at the enemy's hilarious comments.

5.0

Control

Your wicked Apache chopper delivers smooth, natural handling and accurate shooting. The lack of an onscreen map is the only flaw—hitting Pause all the time to check your location gets real old, real fast.

4.5

Fun Factor

An outstanding mix of white-knuckle combat and challenging strategy, Strike earns a chestful of Saturn medals. The difficulty's dauntingly steep at times, but you'll keep climbing back into this cockpit for more of the absorbing action.

5.0

**WITH
PLAYER STRIKES,
FREE AGENCY,
AND CONTRACT
DISPUTES,
JUST HOW BRIGHT
IS THE FUTURE
OF SPORTS?**

ACTUALLY, IT'S

Forget today's big egos and endorsements. In the future, athletes will be fighting over just one thing: this bright, glowing Plasmorb. **Introducing**

BallBlazer™ Champions.

A futuristic sports game

created for the Sony

PlayStation that's

part hockey, part

racing, and part

insanity. It's an

action-packed,

real-time 3D

gaming experience

like no other.

Have a ball

if you can.

Players compete

for the Plasmorb.

Which is sort of like a

ball. Except that it totally

disregards the laws of gravity.

You can't kick it, dunk it, or catch it.

So how do you control it? Jump into



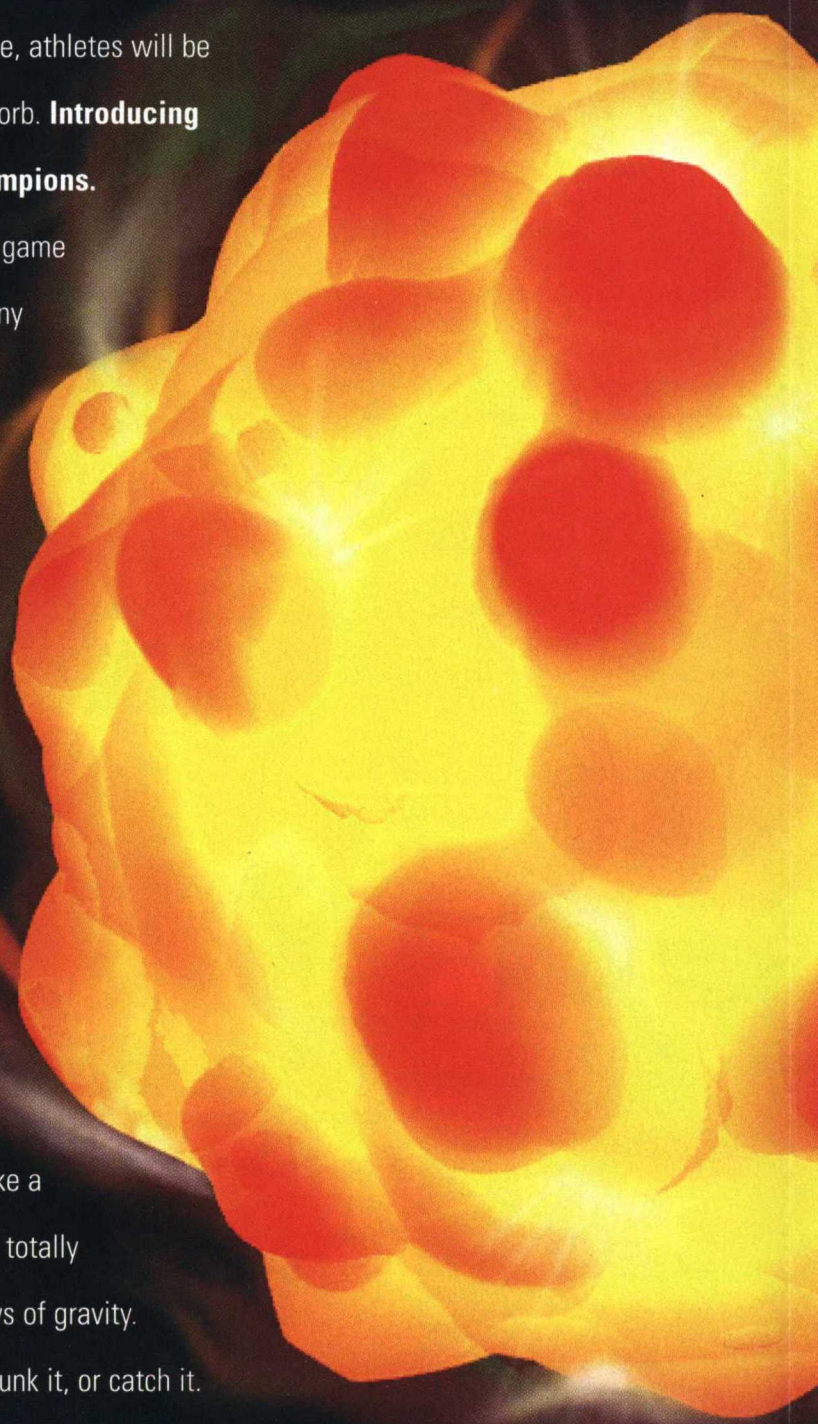
Eight champions fiercely compete for the Interstellar BallBlazer Championship.



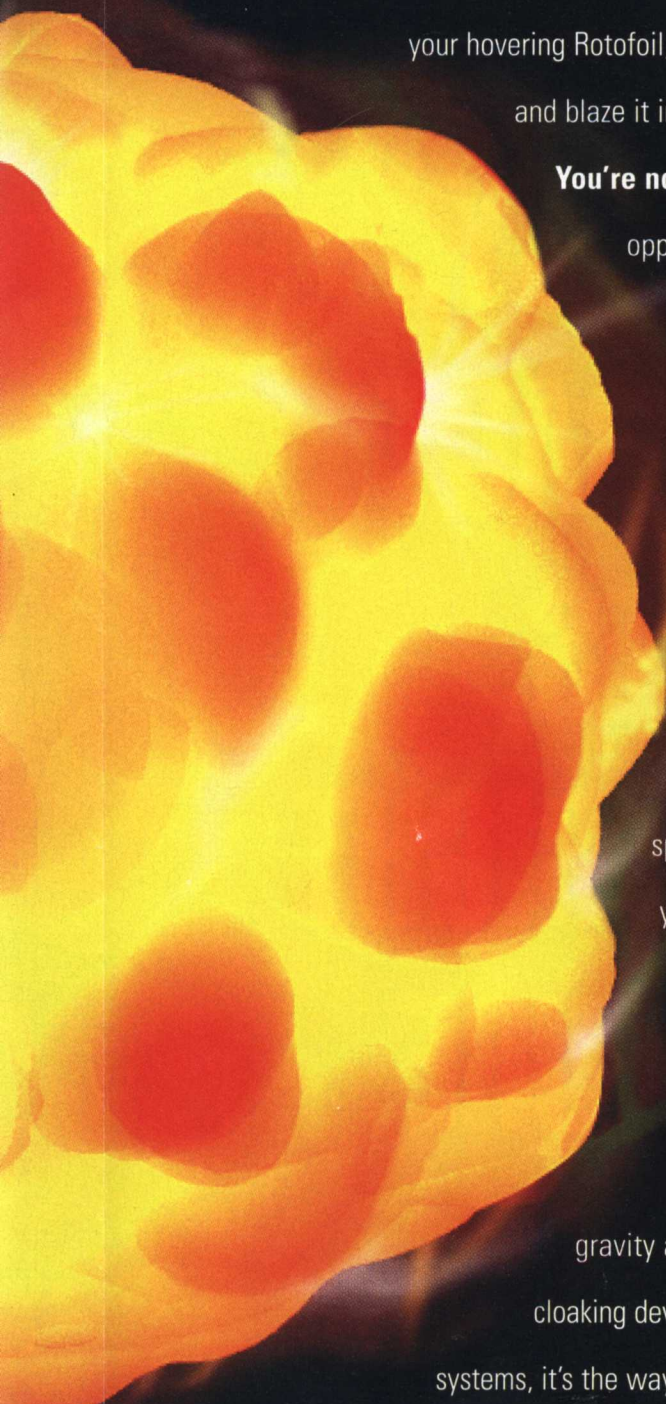
Mega-huge arenas give you plenty of room to maneuver. And show off your winning moves.



Glide along in your Rotofoil as you battle for control of the elusive, glowing Plasmorb.



PRETTY BRIGHT.



your hovering Rotofoil, grab onto the Plasmorb, and blaze it into your opponent's goal.

You're not alone. Of course, your opponent is trying to do the same thing. And, that's when all the fun begins.

The competition will be fierce, fast-paced, and frenetic. Whether you compete alone, in single-player mode, or in two-player mode via split-screen. But, however you play, you're in for the most action you've ever had. In this galaxy, or any other. **BallBlazer Champions.**

With anti-gravity arenas, blazing thrusters, cloaking devices and nitroid injection systems, it's the way sports will be played in the future. So, you better start practicing now.



You shoot, you score! You'll taste the thrill of victory as you launch the winning goal.



Earn the title of Master Blazer, and you'll bask in the glory of piloting the Ultimate Rotofoil.



<http://www.lucasarts.com>



Die Hard Arcade

(By Sega)

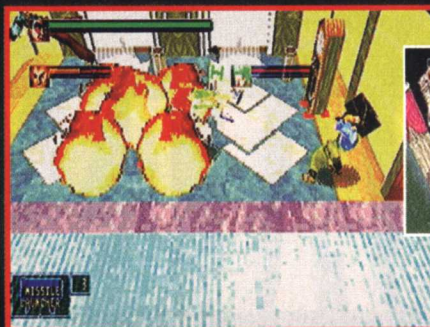
By The Rookie

\$49.99

Available
March

Beat-em-up

Side-scrolling
2 players



PROTIP: Use the rocket launcher to take out multiple enemies.



PROTIP: Look for hidden couches to shoot out at you frequently from the wall in the end boss's chamber room.

John McClane is back on the Saturn with Die Hard Arcade, and he's packin' enough fist-flying, gun-totin', combo-slinging action to satisfy the most die-hard gamer!

A hit in the arcades, DHA comes home in a mirror image of the popular coin-cruncher. You fight through five scenes of side-scrolling 3D action, knockin' heads and making mincemeat out of your enemies with guns, knives, pipes, or just your fists—you can even pull off multi-hit combos! Rotating camera angles help

to deliver a cinematic style that makes you feel like you're actually playing through a movie, which you can do alone or with a friend in the two-player mode.

Although the game is short, fans of titles like Streets of Rage will love Die Hard Arcade's familiar beat-em-up style. Rent it first to see if it will keep your attention for more than just a weekend. You're sure to find the action hard to beat. **G**

DIE HARD ARCADE



PROTIP: Throw the furniture in the room at this boss to wear him down.



PROTIP: Time your jumps over the blasts of water from the fire engine carefully to avoid being knocked down and ending up an easy target.



PROTIP: Wear down this boss with pistol fire, and then it's all combos, baby!



PROTIP: Jump back and forth on these ladders to grab health-ups while avoiding the falling elevators.

PROTIP: While holding the pistol, dispose of enemies faster by grabbing them from behind, then slapping on the handcuffs.



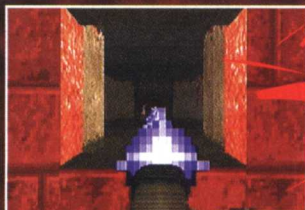
Control
4.0 Executing the combos is a snap once you learn them. Turning your character around in the heat of battle can be tricky, however.

Fun Factor
4.5 If you're looking for old-fashioned bashin' fun, look no further. Loads of combos and furious action will keep you hooked for days on end.

Sound
4.5 Excellent punching and gunfire effects create a movie-like atmosphere. The music drives the action while accentuating tense situations.

Graphics
4.5 Crisp colors and vibrant detail really make this game as enjoyable to watch as it is to play. Animated cut scenes tie together your mission with cinematic flair.

Doom
(By GT Interactive)
By Nurse Feratu



PRO TIP: Stand in openings in walls to kill monsters and stay safe.



PRO TIP: Home in on the monster sounds as you progress through the levels; they'll alert you to what's lurking about.

DOOM

The most popular corridor-shooter ever has finally crawled to the Saturn. This Doom successfully mimics the PlayStation version in most categories—with the crucial exception of speed. Although veteran Doomers will find this version a far cry from the PlayStation and PC games, Saturn owners new to this slaughterhouse will find it an addictive supplement to their library.

Blast your way through 30-plus levels, each packed with bloodthirsty fiends eager to disembowel you. The graphics are somewhat choppy, which affects the gameplay, but macabre sounds perfectly set the mood for your stay in Hell,



PRO TIP: Lava pits and acid pools often hide secret areas and switches.

PRO TIP: When low on health, angle around corners, then pull back quickly. If enemies are nearby, they'll send shots your way, revealing their location.

where wailing demons serenade you constantly.

You still get a skull-cracking, blood-spurting gore fest as you did in the PlayStation version, minus important nuances like the fiery skies in the later levels, or the ability to change weapons while the game is paused.

For Saturn fans, this may satisfy your urge to spill some demon blood. Let's hope if Final Doom ever makes it to the Saturn it's closer to the PlayStation version than this one is. **G**

Doom by GT Interactive

Graphics	Sound	Control	Fun Factor

Price not available
Available now
Corridor shooter
1 player
First-person view
30+ levels
Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

PREVIEW



By The Rookie

Saturn owners, Die Hard Trilogy has it all, from 3D full-screen action, to blazing light-gun mayhem, to crazy Twisted Metal-style driving. Get out all your peripherals for a fun ride.

The graphics aren't as crisp as the PlayStation's, especially in the Die Harder segment, where pixelation and slowdown become problems, but you'll overlook this as you're sucked into the addictive gameplay. The control is a bit touchy, and the game



PRO TIP: In Die Hard, pick up only one special weapon at a time, because your new weapon cancels out your old one.

could have used a gun-calibration feature. The sound, however, features sharp gunshots and agonizing death screams.

If you're looking for great elements from different action/adventure games, DHT is for you. Yippie-Ki-Yay! **G**

Die Hard Trilogy by Fox Interactive

Graphics	Sound	Control	Fun Factor

Price not available
Available now
Action/adventure
1 player
Multiple views
Compatible with light gun and arcade racer
Challenge: Intermediate
Replay value: Medium
ESRB rating: Mature



PRO TIP: In Die Harder, shoot on-screen objects to reveal health and weapon power-ups.

A+M+O+K



By Air Hendrix

More mediocre mech mayhem is stomping toward the Saturn.

Like Krazy Ivan before it, Amok's uninvolved action delivers only momentary fun.

Playing as a futuristic mercenary, you wade through combat in a mech loaded with bullets, missiles, and bombs. You blast through nine missions demolishing fortresses, rescuing prisoners—the usual drill.

Although you can't jump or duck, the smooth controls cause no problems, and the fun split-screen two-player action (co-operative or head-to-head) provides needed depth. However, the muddy, chunky graphics and boring sounds never provide an interesting environment.

Routine gameplay mires this one in the muck. A solid rental, Amok's no keeper. **G**



PRO TIP: To survive later on, explore each level to locate crucial power-ups and upgrades.



PRO TIP: Use the speed and slide buttons to dodge enemy fire.

Amok by Sega

Graphics	Sound	Control	Fun Factor

Price not available
Available now
Action
2 players
9 missions
3 views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

PREVIEW

Scut brings its comic-book heritage to the Saturn with only routine results. You play as a robot assassin engaged in repetitive target practice against endless fleets of mobile grenade-tossing, gun-firing enemies. Packs of wild animals and big punching foes add to the mayhem.

Scud is really two games in one: a side-scrolling shooter with a stand-up hero, and a first-person Virtua Cop-style shooter if you own the Stunner (or other light-gun peripheral). Neither gameplay mode is stunning because of flawed controls. Besides being too one-dimensional, the light-gun action demands a precision the gun doesn't deliver; meanwhile, the side-scrolling action is too slow and doesn't give

Scud
(By SegaSoft Games)
By Bonehead



you enough to do (just jumping, swiping at enemies, and tiresome shooting).

The sounds and graphics soon get redundant. While there are some clear, clever voices, the pounding music induces headaches. Graphically, many enemies look the same, the backgrounds remind you of corridors and industrial complexes you've seen elsewhere, and pixelization blurs anything close.

Despite having two kinds of gameplay, Scud soon runs out of gas. **G**

Independence Day
(By Fox Interactive)
By Air Hendrix



Like the blockbuster movie, ID4 on the Saturn delivers energetic but shallow jet-jockey action. This arcade-style alien blaster doesn't have the polish or depth to stay aloft for long, but it's fun while it lasts.

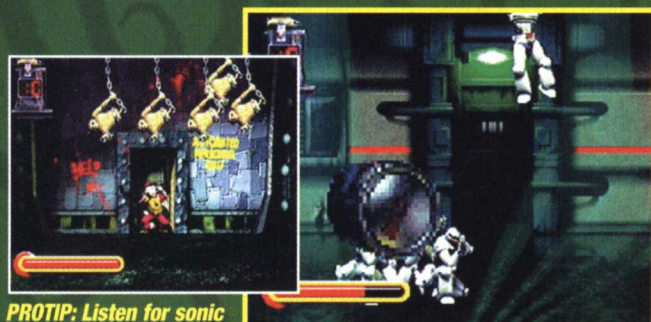
The skies over 13 cities are blotted out by behemoth alien ships, and you and a wingman are all that stand in their way. By completing missions like destroying generators or satellite uplinks, you lower the alien shields and move in for the kill. Along the way, power-ups upgrade your



PRO TIP: Never take on the destroyers head-to-head—they'll knock you out of the sky with a couple of shots.



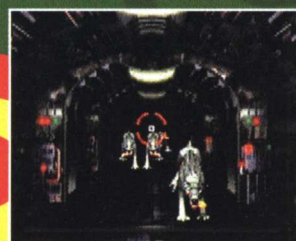
PRO TIP: Even though ground targets are easy to destroy, approach them carefully as the enemy always pounds you with tumblers and blinders.



PRO TIP: Listen for sonic clues that warn you when an innocent bystander appears.

PRO TIP: When teams of bomb-throwing enemies bounce onto the screen, nail the leader right away.

Scud



PRO TIP: Keep your cross hair centered and shoot at the pack of attacking dogs as soon as they emerge into the hallway.



PRO TIP: Fire at the projectiles thrown by the Factory Boss, then aim at his body.

Scud by SegaSoft Games

Graphics	Sound	Control	Fun Factor
2.5	3.5	3.0	3.0

Price not available
Available now
Shooter
2 players
Side and first-person views

Uses Stunner light gun
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

INDEPENDENCE DAY

weapons and provide a sweet selection of better airplanes.

After a few levels, though, the repetitive missions and shallow gameplay lose their luster—ID4 just lacks enough depth and variety to hold your interest. The simple controls add to the arcade-ish feel as you ricochet through collisions with buildings, the

ground, and alien craft.

Although the graphics are plagued with pop-up problems, they do a decent job of depicting the cityscapes and the alien threat. Sizzling combat effects help the sounds rise above the mediocre music and grating radio chatter.

Younger pilots and ID4 fans will find plenty of thrills in these skies, but this basic shooter ranks as a fun rental for everyone else. Stick with Black Dawn and Soviet Strike for serious combat. **G**



PRO TIP: In Tokyo, don't waste time circling the squad leaders. Retreat to a distance and then return so you can get a lock from far out.

Independence Day by Fox Interactive

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Price not available
Available now
Aircraft combat
2 players
13 levels

Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

NEW RELEASES & UPCOMING TITLES



US Nintendo 64 Titles

- Doom
- Golden Eye 007
- Hexen
- Mario Kart
- Mission Impossible
- Shadow of Empire
- STARFOX
- Turok
- CALL FOR AVAILABILITY
- Jolt Pack
- Memory Card Plus
- Extension Cable Unit
- Converters



Soul Blade

US PlayStation Titles

- Crypt Killer
- Independence Day
- MDK
- Marvel Super Heroes
- Mechwarrior 2
- Mega Man 8
- Namco Classics Series 1-3
- Need for Speed 2
- Rally Cross
- Rush Hour
- Soul Blade
- Suikoden
- Spider
- Tenka
- War Gods



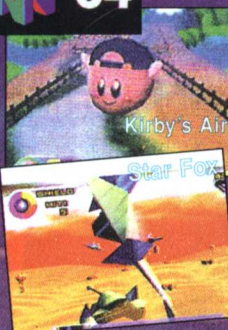
F. Megamix

U.S. Saturn Titles

- Albert Odyssey Gaiden
- Amok
- Command & Conquer
- Lunacy
- Lunar
- Dark Savior
- Magic Knight Ray Earth
- Marvel Super Heroes
- Mega Man 8
- Quake
- Scorchers
- Scud
- Syndicate Wars
- Maxx TT
- Tomb Raider

Nintendo 64 Titles

- Dual Heroes
- Goemon5
- J-League Soccer
- Kirby's Air Ride
- Mother 3
- Rev Limit
- Sumo 64
- Wild Choppers
- Yoshi's Island 64



JAPANESE IMPORTS

PlayStation Titles

- Bushido Blade
- Castlevania
- Final Fantasy VII
- Final Fantasy Tactics
- Macross: Digital Mission VFX
- New Japan Pro Wrestling 2
- PaRappa the Rapper
- Rage Racer
- Ranma 1/2
- Resident Evil 2
- Saga Frontier
- Sengoku Musou
- Tales of Destiny
- Tobal No.2
- Toshinden 3
- Welcome House 2



Resident Evil 2

Saturn Titles

- Assault Suit Leynos 2
- Cyberbots
- Die Hard Arcade
- Dragon Ball Z Legend
- Enemy Zero
- Evangelion 2
- Fighters Megamix
- Fire Pro Wrestling S
- Grandia
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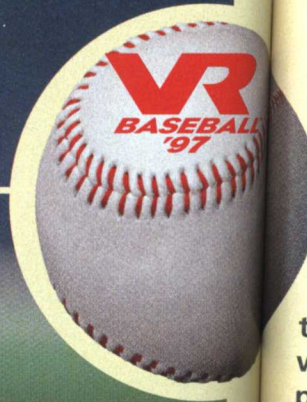
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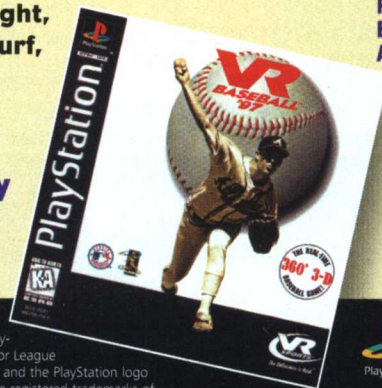
After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:

-  Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.
-  Hit and run, tag up, steal, stretch out a double or execute a squeeze play. It is up to you because you can control all of the baserunners while simultaneously controlling the batter.
-  Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.
-  Four uniform options per team including updated colors and team logos for 1997. Plus, four play options and three difficulty settings for the skill level most challenging to you.

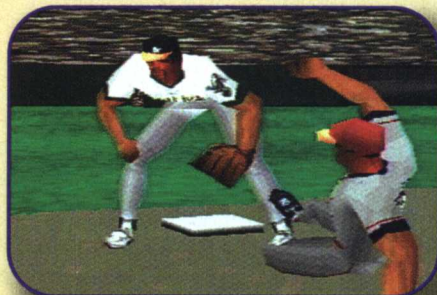
Plus, a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like Astroturf, grass, dirt and fences.

VR Baseball '97

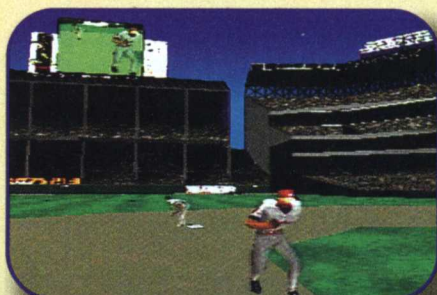
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COMING SOON!!!

THE SUPER STAR WARS TRILOGY SOARS

GamePro revisits one of the greatest 16-bit series of all time. By Bone

When Super Star Wars was released on the Super NES in November 1992, the game was instantly heralded as an action/adventure landmark. Exactly four years later, that classic was re-released in Nintendo's Player's Choice series, and this past February the two SNES sequels, Super Empire Strikes Back and Super Return of the Jedi, were also reprised. For SNES gamers who haven't used the Force for a while, here's a fresh look at one of the greatest series in video game history.

Most Impressive

Taken together, the three games parallel the story told in George Lucas's movie trilogy. To squeeze in everything, the games compress some lengthy sequences shown in the films, such as the scenes of Luke's upbringing on Tatooine. Conversely, some of the characters trivialized in the movies are enlarged in the games: Super Star Wars' Cantina Fight boss appeared only briefly in *Star Wars* as a holographic chess piece. Eye-popping cinematic cut scenes between stages keep the games' plot in line with the films.

Created by LucasArts, the trilogy maintains a consistently high quality. In *GamePro's* four ratings categories (Graphics, Sound, Control, and Fun Factor), the three games have averaged a remarkable 4.8 score, and



PROTIP: As you race *Super Return's* Speeder Bike through the Endor forest, you can bump enemies into the trees.

Sound has never scored less than a perfect 5.0! No wonder that in a 1994 *GamePro* editors' poll, Scary Larry picked Super Empire and Super Star Wars as his two favorite games of all time.

Stellar Ratings

Despite their similar stories, characters, and settings, the three games have key differences. The first game is the shortest and, at only 8 megs, the one that suffers the most slowdown during gameplay. Still, Super Star Wars was considered state-of-the-art for 1992, and it introduced the varied gameplay that became the trilogy's hallmark. Gamers can choose between three main heroes, and gameplay includes run-n-gun action, behind-the-Landspeeder flying, and first-person shooting inside an X-Wing.

Super Empire Strikes Back takes a quantum leap over its predecessor in terms of gameplay. Han gets a new 360-degree roll move, and Luke gets an array of Force Powers that enables him to throw his light saber, use mind control, levitate, and heal himself, among other skills. This game is more limiting than the first one, though, in that you can't choose your hero for each stage (the designers did this for plot reasons—it wouldn't have made sense to have Chewie learn the ways of the Force from Yoda, for example). It's also a harder game and will send rookies scurrying back to base.

Super Return keeps the series from getting stale by adding two new heroes to play as (Leia and Wicket the Ewok) and show-downs with the galaxy's three biggest villains (Jabba, Darth, and the Emperor). However, much of the gameplay is identical to that in the prequels, the battles with the bosses get repetitious, and the immense size of the bosses leads to increased slowdown. This game sports the trilogy's most detailed graphics, but by the time Super Return came out, Donkey Kong Country was already resetting the graphics bar to new heights.



PROTIP: As the smallest, most vulnerable hero, Wicket must keep jumping to avoid the many enemies in *Super Return's* Ewok Village stage.

The Force Is With You

If you already have the three Super Star Wars games, skip the re-releases because they're all identical to their original versions. Newcomers, however, shouldn't miss this chance to snag three

of the greatest 16-bit games ever, especially since each has been discounted by at least \$20 from its original price. Enjoying these games is as easy as bagging Womp Rats in Beggar's Canyon. **G**

Super Star Wars by JVC/Nintendo (First released November 1992)

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ.
5.0	5.0	5.0	5.0	Adjustable

\$34.95
8 megs
Available now
Action/adventure
1 player

14 stages
Passwords
Replay value: High
ESRB rating: Kids to Adults

Super Empire Strikes Back By JVC/Nintendo (First released November 1993)

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ.
5.0	5.0	4.0	4.5	Adjustable

\$34.95
12 megs
Available now
Action/adventure
1 player

19 stages
Passwords
Replay value: High
ESRB rating: Kids to Adults

Super Return of the Jedi By JVC/Nintendo (First released November 1994)

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ.
4.5	5.0	4.0	4.5	Adjustable

\$34.95
16 megs
Available now
Action/adventure
1 player

20 stages
Passwords
Replay value: High
ESRB rating: Kids to Adults

K-1

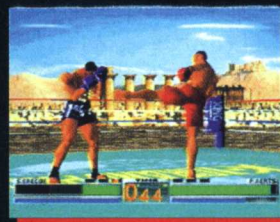
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Super Cheats and Passwords

All three games have stage-select cheats and other codes!



Each game has a stage-select cheat. For the cheat to work, the game must have been turned off at least 30 seconds. Make sure you see this LucasArts logo before entering the codes.

Super Star Wars

Skip Stages



At the Super Star Wars title screen, quickly **press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B**. You should hear a Jawa shriek.



Begin the game, then **hold L and R** on Controller Two. A Debug Menu will appear, enabling you to change stages, weapons, and more.



Press Start on Controller One to un-pause the game, and **press Start** on Controller Two at any time to skip stages.

Sound Test



To access a Super Star Wars Sound Test screen, begin a game and **simultaneously hold buttons A, B, X, and Y**. While holding these buttons, **press Start**.

Super Return of the Jedi

Skip Stages



To skip stages in Super Return, at the title screen, quickly **press A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, Y**. You should hear "Yee-ha!" Skip stages at any time by **holding B** and **pressing Start**.

Super Password



Ready to face the Emperor? This password puts you in Stage 18 of Super Return as a Jedi Knight: **PPNNZY**. Use your Deflect Force and hit him when he flies.

Super Empire Strikes Back

Skip Stages



To skip stages, at the title screen, quickly **press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X**. You'll hear Darth say "Impressive." Repeat the steps for Controllers One and Two shown at left for Super Star Wars.

Graphics Trick



At Super Empire's title screen, **press Y four times** and Darth will say "Impressive." Then **press L and R** to spin different elements during the intro.

Extra Credits



At Super Empire's Start Game/Option screen, **press X, Y, A, B, X, and X**. Darth will say "Impressive," and you'll start with seven credits.

16-BIT HALL OF FAME

Late last year we asked readers to vote for the all-time best fighting games for either the SNES or Genesis. This competition drew the most votes of any Hall of Fame contest we've had. Killer Instinct was far and away the biggest vote-getter, garnering twice as many votes as the runner-up game. Here are your top six selections in order:

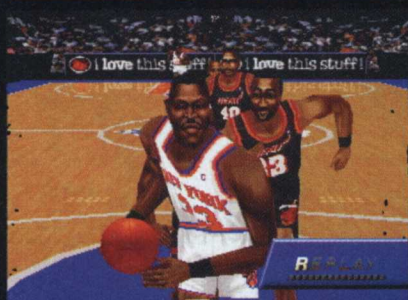
1. Killer Instinct (SNES)
2. **TIE:** Mortal Kombat II (SNES)
TIE: Ultimate Mortal Kombat 3 (Genesis)
TIE: Ultimate Mortal Kombat 3 (SNES)
3. **TIE:** Super Street Fighter II (SNES)
TIE: Mortal Kombat II (Genesis)
4. **TIE:** Mortal Kombat (Genesis)
TIE: Mortal Kombat (SNES)
5. ClayFighters (SNES)
6. **TIE:** Mortal Kombat 3 (Genesis)
TIE: Mortal Kombat 3 (SNES)
TIE: Primal Rage (Genesis)
TIE: Street Fighter II (SNES)
TIE: Street Fighter II Turbo (SNES)



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SPORTS PAGES



NCAA Basketball: Final Four '97

By The Rookie

PlayStation

NCAA Basketball: Final Four '97 hits the hardwood loaded with 64 collegiate teams just in time for March Madness. Due to its lethargic play and slowly scrolling camera, FF '97 fails to live up to the pre-season hype.

Did Someone Say Championship?





FF '97 comes to the court in Exhibition, Season, and Tournament play with a wide selection of teams that includes Kentucky, Georgetown, and UCLA, to name a few. Features include more than 50 dunk animations and on-the-fly play calling.

Players are presented in the polygonal style, similar to NBA Live '97. Although you have good control of your players, their lumbering movements, combined with a slowly scrolling camera, hinder the action. These problems make it difficult to see who's under the basket or to get a quick score off a fast

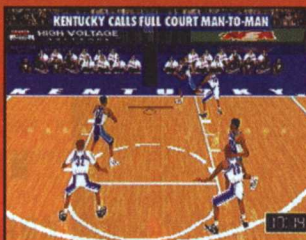
break. The use of fictitious names is also a downer. An announcer keeps pace with the action, but you'll want to turn down the effects volume as the screeching sneakers sound like fingernails scraping across a chalkboard.

Shot Clock Violation

FF '97 is a good idea that comes up short at the buzzer due to its lack of innovative gameplay. But if you still want to fight for the top spot in your own tournament, give it a ride for the weekend to satisfy your college hoops urge. **G**

NCAA Basketball: Final Four '97 By Mindscape			
Graphics	Sound	Control	Fun Factor
 3.5	 3.5	 3.5	 3.5
\$55 Available March College basketball 8 players (with adapter) 4 views		Challenge: Adjustable Replay value: Medium ESRB rating: Kids to Adults	

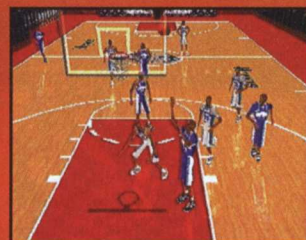
NCAA Final Four '97 Tips



PRO TIP: When playing with a team like Kentucky, utilize the full-court man-to-man press for quick steals.



PRO TIP: Use good ball movement to free up the open man underneath the basket.



PRO TIP: After a rebound, always look down court for the man streaking toward your basket.



FIFA Soccer '97

By Johnny Ballgame

Saturn

FIFA Soccer '97 on the Saturn features all the kickin' options and great gameplay that made the PlayStation version such a smash, but the graphics and sound are a definite downgrade, causing the game to slip a notch in the standings.



Football Follies

EA wins the soccer shootout when it comes to game features. There are more than 100 teams, including some 4200 players from 12 international leagues, and the options to play indoor or outdoor games, change field conditions, and trade players. Up to eight players can compete in tourna-

ments, single matches, playoffs, or leagues while performing authentic moves like rainbow kicks, headers, slide tackles, and one-timers.

Choppy graphics injure FIFA in its quest to beat Worldwide Soccer '97 as the best Saturn soccer title. Player movements just aren't as smooth as they are in FIFA for the PlayStation, while the overall look is far less dynamic than Worldwide's.

The sound also suffers a blow in the transition from the PlayStation to the Saturn. The crowd chants disappear for long periods of time, and the announcers often say the wrong things during gameplay.

FIFA Soccer '97 by EA Sports			
Graphics	Sound	Control	Fun Factor
 3.5	 3.5	 4.0	 4.0
\$59.99 Available March Soccer 8 players (with adapter)		Challenge: Adjustable Replay value: Medium ESRB rating: Kids to Adults	

FIFA Soccer '97 Tips



PRO TIP: Lob pass the ball into the box for a header and a score.



PRO TIP: On defense, cut off the dribbler from an angle for your best shot at a steal.



PRO TIP: Avoid slide tackles in the presence of the goalie. If you hit him, you'll be ejected.

Kicking Up Dust

When deciding between Worldwide and FIFA, the key facts are these: FIFA has more teams and better A.I., while Worldwide has flashier graphics and more arcade-like action. The best advice is to rent them both before buying and see which style fits your soccer needs. **G**



Big Bass World Championship with Hank Parker

PlayStation By Johnny Ballgame

Bass fishing has swum onto the PlayStation, and believe it or not, it provides hours of addictive gameplay to anglers willing to get their feet wet in the world of hooks and lures.

Big-Ass Bass

Big Bass beckons fishermen with a boatload of bait, including four championship tournaments, a private lake to practice in, and a fish encyclopedia where you can look up the eight fish swimming in the lake. There are over 15 lures, from tail chasers to Cajun crawdads, and you have the choice of three poles, ranging from the flexible lightning rod to the heavy action of the gorilla stick.

The interface to cast your lure resembles that of the PGA Tour golf games, using meters that determine the length and loft of your cast. Once the bait is in the water, reeling in the lure is both easy and effective.

Although the graphics look 16-bit when you're dri-

ving the boat, Big Bass features some nice animations of the fish struggling on the surface once they've been hooked. Soundwise, there's hardly a peep while fishing other than the clicks of your reel, but the banjo music in the introduction may be a little too redneck for most tastes.

Bass Man

Fishing games, just like bowling and golf games, may appear boring to many gamers, but if done right, they can turn into sleeper hits like Ten Pin Alley. Big Bass is one of those games, and it deserves a look. You'll be surprised at the enjoyment you get from trolling the lake and outsmarting the fish that nibble at your line. **G**

Big Bass World Championship with Hank Parker by Hot-B

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.5	4.0
\$59.99 Available now		Challenge: Intermediate	
Fishing 1 player		Replay value: Medium ESRB rating: Kids to Adults	

Big Bass Tips



PRO TIP: The jerkbait seems to catch the most bass. When reeling in your line, jerk it from right to left to attract the fish's attention.



PRO TIP: Use your fish finder in the boat to scout out the best spot in the lake, then pull up and cast your lure.



PRO TIP: Use as much time as you can in the tournament. If you dock early, you may pass up the catch of the day.



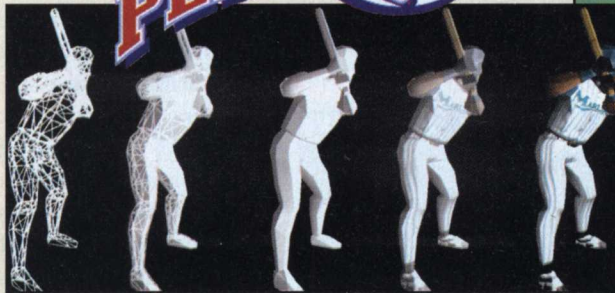
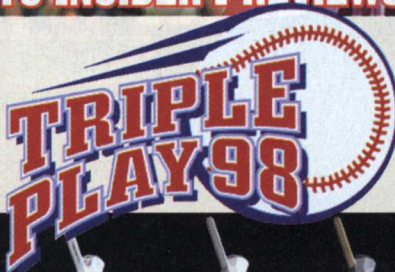
Triple Play '98

PlayStation Win 95

Although no gameplay screens were available at press time, EA rolled the tarp off Triple Play '98 for an early look at how last year's champ is faring in spring training. The best news is that EA's working on a new engine that it says will crank up the A.I. and focus more on baseball's strategy side. A graphical upgrade's in the works, too, in the form of polygonal players that showcase the real-life signature style of every player. Other hot new features include two-man play-by-play commentary; a Practice mode for batting, fielding, and pitching; sim or arcade play; ramped-up stats; and the two expansion teams. Only hands-on game time will tell the true tale, but Triple Play's looking even sharper this year.

—Air Hendrix

SPORTS INSIDER PREVIEWS



CREATE PLAYER

NOAH COATES

SKIN TONE:	1
HAIR STYLE:	3
HAIR COLOUR:	4
EYEBROWS:	1
FACIAL HAIR:	2
HAND:	LEFT
HEIGHT:	6'1"
WEIGHT:	235
TEAM:	DIAMONDBACKS

HELP



SELECT STADIUM

TIGER STADIUM	BUILT 1900
CAPACITY	52,416
SURFACE	GRASS
FIELD DISTANCES	
left	340
center	440
right	325

SELECT STADIUM

TRADE PLAYER

TEAM	POS	NAME	AVG	HR	SLG
MARINERS	RF	JAY BURNER	.19	1	.29
MARINERS	2B	JOEY CORA	.28	2	.38
MARINERS	CF	KEN GRIFFY JR.	.24	1	.34
MARINERS	P	RANDY JOHNSON	.51	1	.51
MARINERS	1B	EDGAR MARTINEZ	.13	1	.13
MARINERS	SS	ALEX RODRIGUEZ	.3	1	.3
Angels	2B	ROBERTO ALDAMA	.12	1	.12
Angels	SS	BILLY RIPKEN	.3	1	.3
Angels	CF	CAL RIPKEN	.8	1	.8
Angels	C	BRADY ANDERSON	.9	1	.9
Angels	C	CHRIS HOLLES	.23	1	.23
Angels	P	KEVIN HILLS	.75	1	.75

HELP

Developed and published by EA Sports
Available April

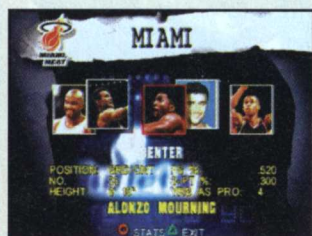
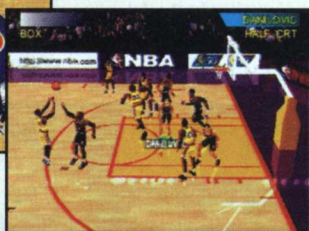
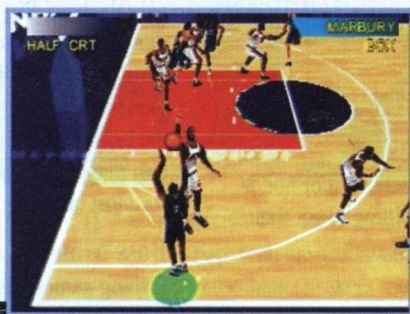
60% COMPLETE



NBA Shoot Out '97

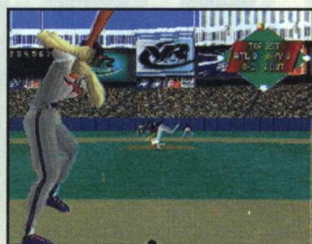
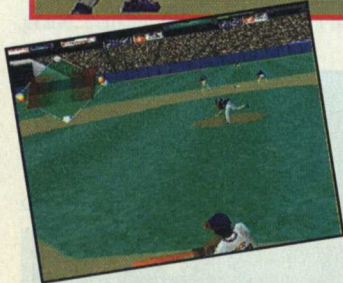
PlayStation

Last year's king of the courts is back, charging the lane with a new list of features and moves in its quest for championship honors. Shoot Out '97 wipes the glass with head-slappin' NBA action that includes behind-the-back passes, calling for cutters, and ankle-breaking shake moves like a crossover dribble between the legs. Modeled after Faceoff '97's breakthrough, Shoot Out's icon passing helps players whip the rock directly inside to an open man. Teams also run authentic NBA plays like the Box, Hi-Lo Post, and Inside Triangle. Shoot Out's still early in development, but by the look so far, it seems NBA Live '97 might finally have some competition.—*Johnny Ballgame*



Developed and published by Sony
Available March

70% COMPLETE



VR Baseball '97

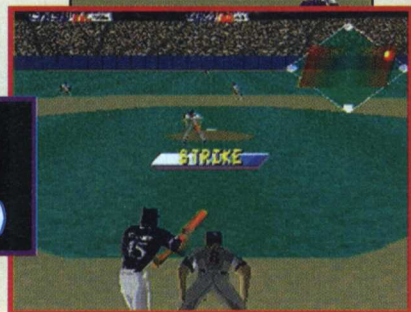
PlayStation DOS Win 95

After a long delay, VR Baseball's finally ready for Opening Day with an impressive graphical facelift. Beautifully textured polygonal players move with lifelike grace, and their jerseys even carry their name and number on the back. VRB sports the usual features, too, including Quick Play, Season, Practice, and Home Run Derby modes; all the big-league teams and players; and trades. Pitchers hurl three pitches at three speeds, and fielders can dive and jump. Disappointingly, instant replays and player creation didn't make the cut, but if VR Sports cleans up the sluggish frame rate and other problems in this preview version—as it plans to—this rookie has serious potential.—*Air Hendrix*



Developed and published by VR Sports
Available April

80% COMPLETE



SPORTS INSIDER PREVIEWS



Rally Cross

PlayStation

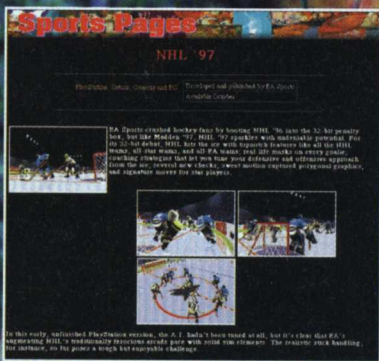
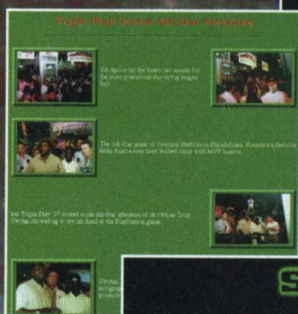
Rally Cross is gunnin' its engines for a promising start on the PlayStation. This on-road/off-road racer sends you jouncing down six rough-n-tumble tracks behind the wheel of one of 20 rally cars. The eye-catching graphics and rowdy skids, flips, and crashes should make for fun races as you battle both the pack and the terrain. If you don't keep the rubber side down, you even have to roll your car back over! Sony plans to spend more time under the hood, refining the graphics, handling, and game-play of the preview version we played. If it makes the right calls, Rally Cross has the potential to peel out with some hot PlayStation racing.—*Air Hendrix*



Developed and published by Sony
Available March
80% COMPLETE

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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • APRIL '97

THE LEGEND OF Zelda 64



By Bonehead

Nintendo 64

RPG fans are drooling over the prospect of The Legend of Zelda 64's release. So far, very little official information is available from Nintendo, but a few facts have already leaked out.

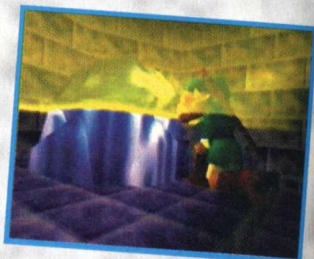
Shigeru Miyamoto, Nintendo's resident game guru and the man behind Super Mario 64 and the previous Zeldas, is heavily involved in the creation of this game. Like 1992's Super NES game, Zelda 64 is an action/RPG with real-time fighting sequences. The red-headed hero, Link, is back, looking older and bigger than he did in the SNES version.

Graphically, the game abandons the 16-bit version's overhead view in favor of the multiple views seen in Super Mario 64. Also gone are the cartoon-style characters that prohibited many details: In closeups, Link now shows distinct facial expressions.

Run-n-slash swordplay dominates the gameplay, though Link will probably carry bombs, boomerangs, a bow and arrow, and other special items as he did before. The most intriguing aspect of the gameplay is the presence of the 64DD, the disc-drive memory-storage peripheral Nintendo may release by Christmas '97 for \$150-\$200. Zelda 64, with its huge worlds and complex story line, will undoubtedly utilize the 64DD, and in fact may be bundled with the unit upon release.

Future Fantasies

A sneak peek at upcoming games for RPG fans!



Developed and published
by Nintendo
Available late 1997-early 1998

20% COMPLETE

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A sneak peek at upcoming games for RPG fans!



VANDAL HEARTS

Playstation

After scoring big with Suikoden in late '96 (see ProReview, January), Konami is readying another good-looking RPG for spring '97. Like Suikoden, Vandal Hearts was a hit in Japan first. Also like Suikoden, Vandal Hearts uses a 3D angled-overhead view. However, Vandal Hearts is loaded with more (and much bloodier) combat than Suikoden as it tells a complex story of good versus evil (with political intrigue added to the mix). The outer-world setting gives the battlefields the unique look of literally floating in space. You can control the viewing angles and spin the battlefields to get varied perspectives. Stately classical music and detailed sound effects provide the sonic background.—*Bonehead*



Developed and published by Konami
Available March

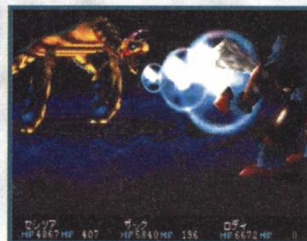
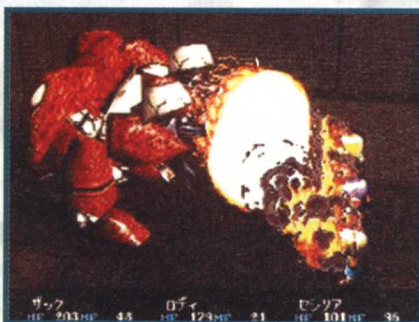
80% COMPLETE



WILD ARMS

Playstation

Long ago the Metal Demons brought a devastating war to the quiet planet of Filgaia, laying the fertile world to waste and leaving the people helpless. In Wild Arms, you play as one of three adventurers who must stop the Metal Demons from waging another war. Wild Arms mixes fantasy and sci-fi elements into a story line that changes depending on which character you play as. The ability to customize menus, develop your own hometown, and create your own magic spells gives



you several control options. The graphics open with an imaginative anime-style intro and then switch to polygonal characters and an overhead view for gameplay. Well-received in Japan, Wild Arms looks like it could be just as acclaimed in the U.S.—*Bonehead*

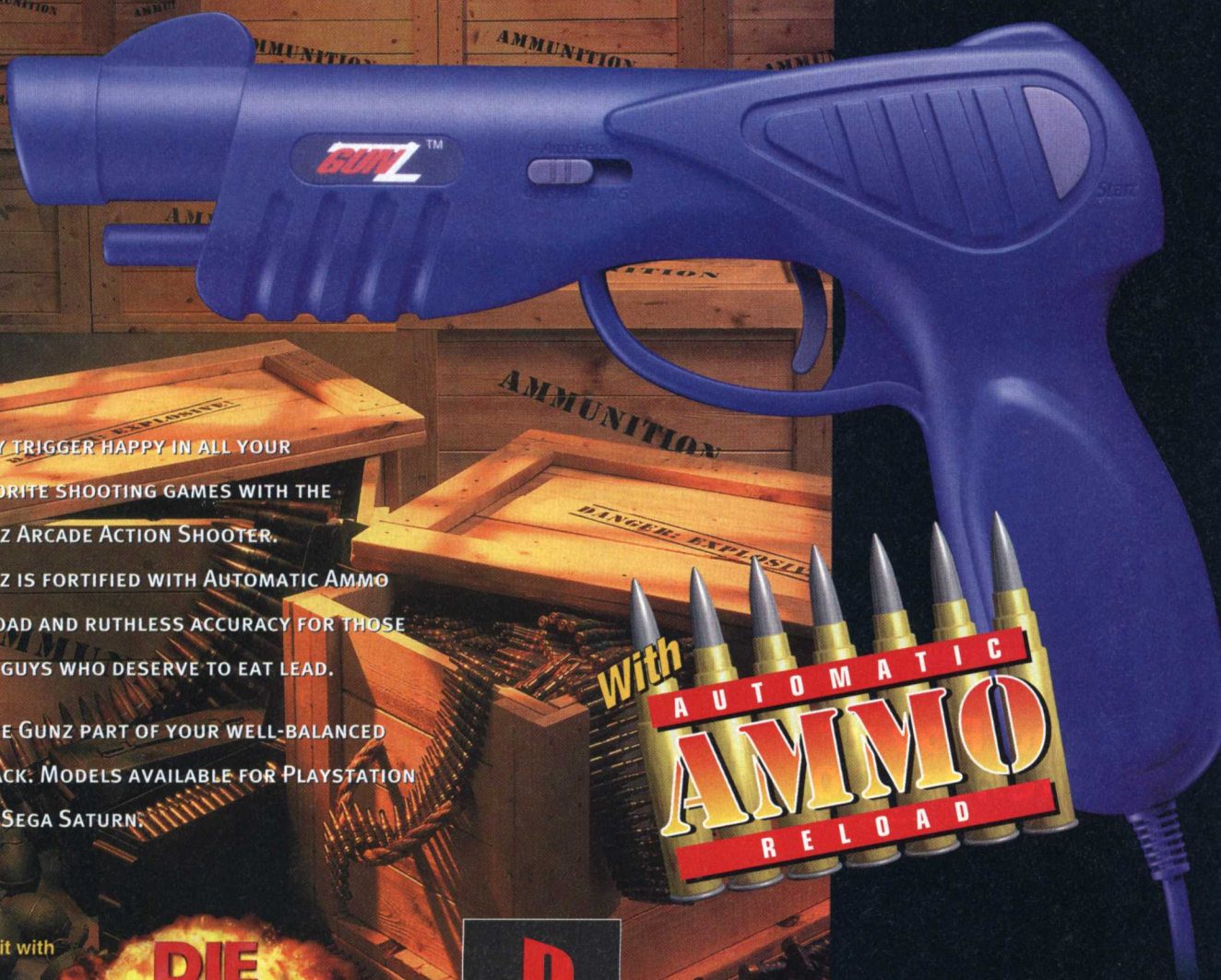
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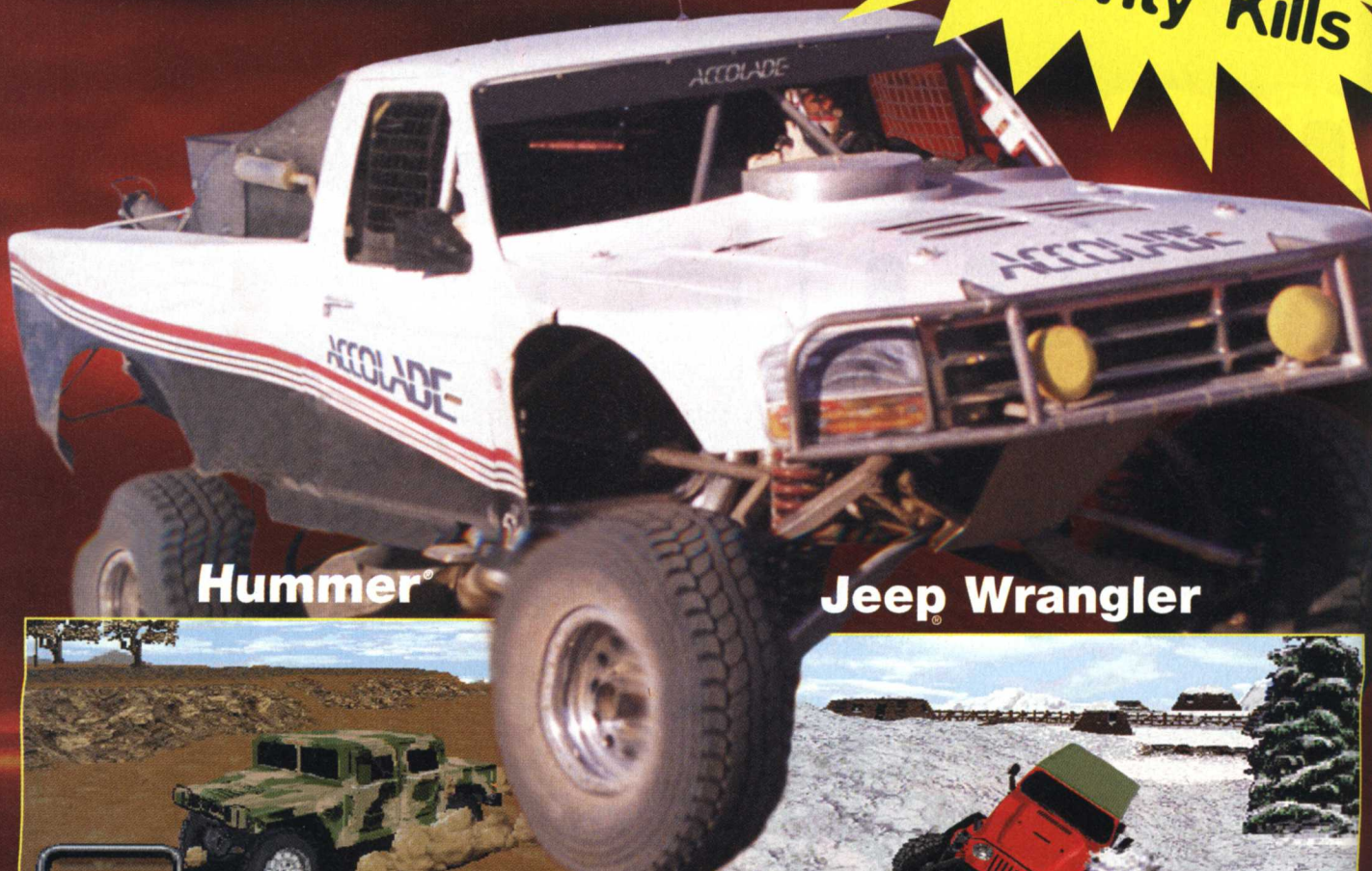
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SECRETS OF KAIN

Blood Omen: Legacy of Kain is not only the most outrageously demented, bloodthirsty game on the market today, it's also one of the most difficult. This strategy guide helps you find the hidden areas and secret spots you've been searching for but just couldn't find.

By Johnny Bloodsuck'n Ballgame

Kain Codes

Enter any of the following cheats during gameplay or when the game is paused.

Blood Code



To replenish Kain's blood supply: Press Up, Right, □, ○, Up, Down, Right, Left.

More Magic

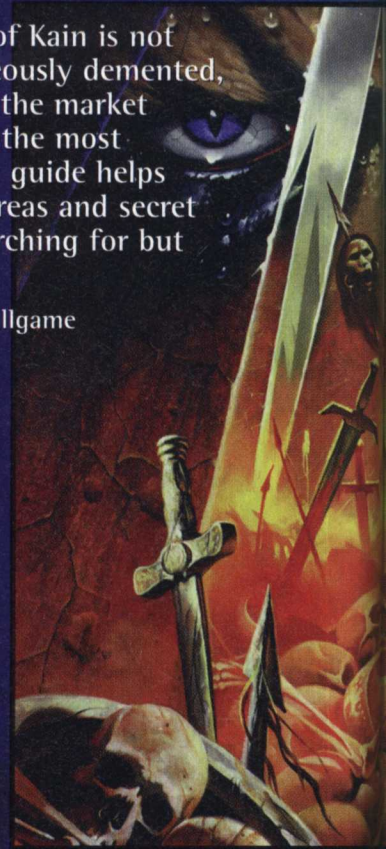


To fill Kane's magic meter: Press Right, Right, □, ○, Up, Down, Right, Left.

Cinematics



To check out any cinematic in the Dark Diary: Press Left, Right, □, ○, Up, Down, Right, Left.



Key to People and Places

- | | | | | |
|--------------------|----------------------|----------------|--------------------------|------------------------|
| 1 = Lost City | 4 = Termagant Forest | 7 = Willendorf | 10 = Avernus Cathedral | 13 = Vorador's Mansion |
| 2 = Ziegsturhl | 5 = Coorhagen | 8 = Dark Eden | 11 = Nupraptor's Retreat | 14 = Nachtholm |
| 3 = Steinchenchroe | 6 = Vasserbunde | 9 = Nemesis | 12 = Malek's Bastion | 15 = Dollmaker |

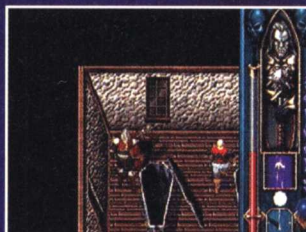
Weapons

Soul Reaper



Damage inflicted by the Reaper increases according to Kain's magic points. It tears some enemies into pieces with one swipe. Can also be used to deflect projectiles.

Mace



Not only valuable for stunning human enemies (thus allowing you to suck their blood when they're dazed), but also for smashing objects in your way.

Axes



Effective two-handed weapons that devastate enemies and fell trees. Kain, however, can't cast spells when equipped with axes.

Flame Sword



Ignites victims who are struck by its force. Unfortunately, all that's left are charred remains.

Iron Sword



Kain begins his journey with this basic sword.

BLOOD OMEN LEGACY OF KAIN PLAYSTATION

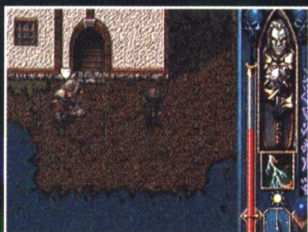
Kain's Forms

Bat



Enables Kain to fly directly to areas on the Bat Flight Map marked by Bat Beacons and boss levels.

Human



Gain insight by speaking to other humans and by walking through towns without being attacked.

Wolf



Allows Kain to run faster and jump over otherwise impassable obstacles. This form is most powerful during a full moon.

Mist



Allows Kain to pass through some doors and walls. He can also walk across water and teleport using the Mist Form Vortex.

Armor

Chaos



Kain's attack strength increases by one-quarter. Unfortunately, so does his enemies' strength.

Bone



Weaker undead monsters, like zombies and skeletons, don't attack Kain when he's wearing this protection—unless he attacks first.

Wraith



Protection varies upon the degree of light present.

Flesh



When Kain defeats an enemy within a four-tile radius, he will automatically suck their blood.

Iron Armor



Basic suit of armor Kain starts with.

Spells

Incapacitate



Paralyzes enemies.

Light



Illuminates darkened areas.

Blood Shower



An area-wide Blood Gout.

Lightning



Furiously strikes down enemies.

Sanctuary



Takes Kain to his mausoleum, and replenishes half his blood supply.

Slow Character



Slows the intended target to half their normal speed.

Repel



Reflects projectiles.

Spirit Death



Inflicts immediate death to any enemy but a boss.

Spirit Wrack



Gives Kain control over any enemy (except bosses).

Stun



Enemies wobble to your blood-sucking mercy.

Inspire Hate



Enemies attack each other.

Force Shield

Protects Kain against projectiles.

Absorb

Nullifies enemy's magic attacks.

Control Mind



Gives Kain control over any human.

Blood Gout



Causes severe damage to enemies, then acts as an instant blood suck.

Energy Bolt



Kills enemies and opens otherwise unreachable switches.

Time

Every 15 minutes, an entire day is completed (7.5 minutes of daylight, 7.5 minutes of night). During the day, Kain's attack strength decreases, but at night he becomes stronger. Every 7.3 gameplay hours, a full moon occurs.

Environment



Both the rain and snow cause Kain to lose blood more quickly.



Spirit Forges

The Spirit Forges are mystic souls who trade powerful magic for a taste of Kain's blood. Use the Blood Code to fill up after each transaction and stock up on your supply of terror.

Flay



Flay is a projectile that actually rips the skin off its victim's body.

Where to Find Flay

The cave entrance is located northwest of the Wolf Form Dungeon at the top of the mountain. There's also a secret entrance that lies in the town of Ziegsturhl in the northwesternmost house (the same house of your first death in the game). Use Control Mind on the bartender and force him to trigger the switch in the northeast corner signified with light. This opens up the hidden entranceway in the northwest corner of the house.

Putresce



A projectile that melts its victims into a festering puddle. Any enemy who touches the puddle melts, too.

Where to Find Putresce

The cave entrance is south of Coorhagen, along the east side of the mountain—but it's open only during a full moon. The secret entrance to the cave is found in the town of Vasserbunde, in the house with the Menhir blocking the doorway. Smash the Menhir with the spiked mace. Walk into the westernmost room and push up against the northwest corner to open a door in the first room.

Slow Time



Causes all enemies in the area to move at half their normal rate for five seconds.

Where to Find Slow Time

The cave entrance is open only during a full moon and is south of the town of Willendorf on the opposite side of the mountain. To find the secret entrance, head to the north of Willendorf to the single house on the opposite side of the mountain. Use Mist Form to walk west across the water. The entrance is in the west room of this house.

Anti-Toxin



Use this to neutralize the effects of poison.

Where to Find Anti-Toxin

West of the Flame Sword Dungeon, along the north face of the mountain, is the entrance to the cave. The secret entrance is found in the Control Mind Dungeon. In the first room, use Control Mind to force the Brigands on the east and west platforms to trigger the wall switches in each corner. This opens an entrance to a secret room in the northwest corner. Once inside the room, use Control Mind to have the Brigands on the surrounding platform trigger wall switches in the northwest and northeast corners to lower a staircase from the platform. Change into Wolf Form and jump over the floor spikes directly south of the first teleporter (the secret entrance). Trigger the wall switch to the north to open a walkway to pass safely between the spikes.

Energy Bank



Restores all of Kain's magic points and allows the casting of spells without cost for one minute. But once time's over, Kain's magic points return to zero.

Where to Find Energy Bank

The cave entrance is found south of the Blood Gout Dungeon in a niche along the south face of the moun-

tain. You must use Mist Form to enter. To find the secret entrance point, go back to the Control Mind Dungeon. In the first room, take the door to the northeast and use Control Mind to have a Brigand on the west platform trigger the wall switch in the corner, opening the door to the north. Enter the next room and pull the wall switch in the southeast corner to remove the floor spikes on the northeast platform. Use Control Mind to make a Brigand on this platform collect the Heart of Darkness to the north. This clears a pathway between the spikes and opens the door to the teleporter.

Heart of Darkness

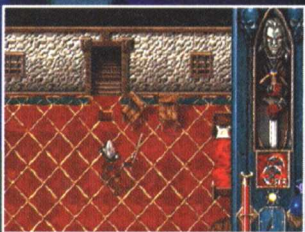


Used to fill Kain's blood meter. Also resurrects Kain if he has any left upon dying.

Where to Find Heart of Darkness

South of the entrance to Dark Eden lies the cave entrance to the Heart of Darkness, but it can be accessed only during a full moon.

Implode



Bursts enemies from the inside out.

Where to Find Implore

You can find the entrance to the cave just northeast of the north gate in Steinchenchroe—but it's open only during a full moon. To access the secret entrance in the town of Steinchenchroe, go into the house that's directly west of the north gate labeled "The Big Horn Brothel." Enter the middle room and move the crooked chair to open the hidden entrance.

Pentaliche of Tarot



Activates random death-spells.

Where to Find Pentaliche of Tarot

The cave entrance is found to the west of the land of Nemesis, along the north face of the mountain. It's open only during a full moon.

Lost City

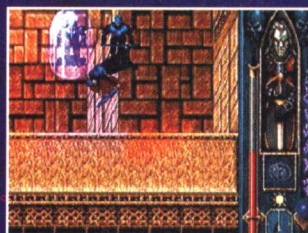
To find the Lost City, travel southwest from the Mist Form Dungeon (which is found just west of the Bat Beacon in Termagant Forest) until you reach a lake.



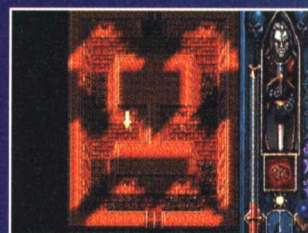
Use Mist Form to walk west across the water until you reach an island that looks like Stonehenge.



Once inside, trigger the wall switch that looks like a snake in the center of the room.



Use Control Mind to force the Brigand on the east platform to trigger the wall switch in the northeast corner. This opens the door to the second room on the southeast corner of the platform.



Upon entering room two, trigger the floor switches in both the east and west corners to open the door to room three.



Here you find a teleporter that takes you to the entrance—but it's open only during a full moon.



Go to the pyramid directly northeast of the southwest corner, and inside the first room, trigger the wall switch to the northeast. This opens the door to the second room in the northwest corner. Once inside the second room, trigger the floor switches in both the northwest and northeast corners to open the door to room number three that's located between the demon heads.



When you're inside the second room, take the teleporter to the third room and trigger the floor switch in each lighted area.



Inside room three, flip the wall switch that's directly to the north of the teleporter.

Secrets of the Lost City



In the first room of the second pyramid to the east, trigger the floor switches in the northwest and northeast corners to open the door to the second room in the west.



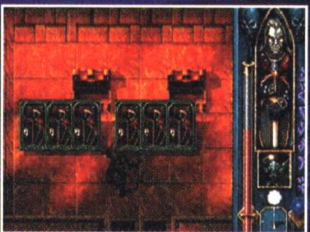
Numerous Flays are available for Kain to stock up on.



Once all seven switches have been triggered, the exit becomes clear.



Take the teleporter in the southeast of the city to reappear in the north. Walk to the pyramid in the northeast corner and enter the first room.



Grab power-ups along the way.



Head toward the pyramid directly north of the previous one mentioned and trigger the floor switch to the west.



Head to the pyramid directly east of the one you just left. Use Control Mind to trigger the floor switches in the northwest and northeast corners of the first room to open the door to the second room.



Be leery of the teleporter in the first room to the north—it sends you back to the forest area of Termagant. If the full moon has lifted, you won't be able to re-enter the Lost City. The city is loaded with power-ups, so don't leave until you've explored every corner.

Boss Cities

Avernum City



After exiting the first basement, use Mist Form to enter the fifth house on the southwest side of the pathway. In the first room of the house, use Mist Form to enter the crack along the east wall. This leads to a secret basement. Take the staircase to the northwest that leads to a house interior that can be reached only while in Mist Form. Take the south exit and you find another basement. Head down the staircase to the northeast and you find another house interior that can be reached only in Mist Form.

Avernum Cathedral

If you wish to attend a demonic scripture reading, enter the room directly east of the entrance to Hell, and take the door to the south.

Nupraptor's Retreat

After successfully completing the four rooms and opening the main gate to the final part of the retreat, flip the floor switch in the room to the southwest to open the locked door to the northwest.

Nupraptor's Sanctuary

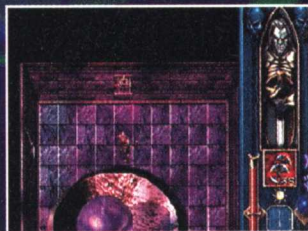
When you reach the maze inside the almost pitch-black room, whatever you do, don't cast a Light Spell

or you'll never find your way out. Simply walk to the edges of the darkness until you see the exit.

Malek's Bastion



In the first room, walk over the floor grate to the northeast to open the door directly to the east. Follow the maze until you reach a locked door, and pull the two middle switches in the wall to open the entrance.



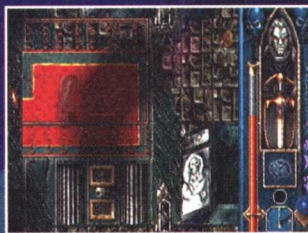
The door leads to the globe that powers Malek's Bastion. Trigger the wall switch directly north of the globe to turn off the power.

Vorador's Mansion



In the first section, where there's a room with a locked door on the east side and a gypsy throwing knives at you from behind some spikes, use

Control Mind to make the gypsy hit the wall switch to the north. This opens a secret door to the west and the locked door to the east.



Proceed through the door to the west and enter the door to the south. Use Mist Form to enter the door to the east and you are rewarded with a magic rune.



When you reach the room with the book about vampires, continue to walk as far west in the mansion as possible and you'll find a roomful of power-ups.

When you get to the second section, trigger the wall switch in the first room behind the curtain, directly north of the Chaos Armor icon. This opens a secret door to the north that contains a blood vial.

After receiving the Blood Shower spell and killing the prisoners in the next room, proceed through the door to the north and trigger the wall switch to the north to open a secret door to the west. Walk through the secret door and trigger the wall switch to the north to open a secret door to the northwest of the previous room. Go

through the door to the east and trigger the wall switch behind the curtain to the north to open a secret door to the south. Proceed through the south door and flip the wall switch behind the curtain in the northwest corner. This opens a secret room to the northwest of the previous room.



Inside Vorador's dining room, use Mist Form to walk through the wall grate in the northwest corner. This leads to a secret room.



Be prepared to battle a number of orange wizards. A couple of Flays each handles the job.



Use Mist Form in the room directly east of Vorador's dining room to walk through the wall grate in the northeast corner to uncover another hidden room.

Light Dungeon

In the first section, inside the first room to the east, trigger the floor switch in the southeast corner (lighted area) to open a secret niche there that contains a blood vial.



In the next-to-last section, go to the room with the chest in the center and locked doors to either side and trigger the switch on the south side of the chest (lighted area). This opens the locked doors to the west and east.

Inspire Hate Dungeon

After successfully completing the Bone Armor Dungeon, proceed to the next house immediately to the north (the one with the pile of bodies in front of it), and enter the room to the east. Take the stairwell to enter the Inspire Hate Dungeon.



Nemesis Castle

When you reach the room in the last section that has three corridors, a locked door to the north, and a locked door to the southeast, trigger the wall switches in the northwest and northeast corners. Then flip the wall switch directly west of the north door to open the locked southeastern door.

During a Full Moon

Use Wolf Form to reach the cave at the east end of Nachtholm to find a magic rune and a blood vial.

Cross the water using Mist Form to reach the cave south of Nachtholm to discover a host of power-ups.

Proceed through the gate directly north of the Bat Flight Vista to Avnerus City. Here you find a Lightning spell, a magic rune, and a blood vial.

Overland Tips to Sink Your Teeth Into



After you receive the power to transform into Mist Form, seek sanctuary and explore the mausoleum. Use Mist Form to enter areas that were previously unreachable, and you'll find many power-ups.



Use Mist Form to reach the mausoleum just southwest of the opening crypt. This leads to another mausoleum.

To reach the cave directly north of the town of Nachtholm, use Mist Form. This leads to an island containing power-ups.



When you're wandering in the forest, pushing numerous rocks out of your way, remember to push them back into place after you reach the other side. They block enemies who are following you.



Just east of Steinchenchroe, enter the cave along the northeast face of the mountain and use the spiked mace to smash the statues blocking the pathways.

At the south entrance to the town of Vasserbunde, head southwest and use Mist Form to cross the water. Along the south face of the mountain is a magic rune.



Directly south of the west exit to Vasserbunde, use the spiked mace to smash the Menhir along the west face of the mountain. You'll score power-ups.



When you reach the south entrance to the town of Coorhagen, proceed south on the road until you find it blocked by a Menhir. Smash it with the spiked mace to break free some more power-ups.



Directly to the west of the Gypsy Village and to the north of Willendorf, push the boulder blocking access to the south road to discover Heart of Darkness icons. Proceed south to the edge of the water and enter the cave to the east. Use Control Mind and make the Brigand on the east platform trigger the floor switch in that area. This opens a secret cave entrance along the north wall.



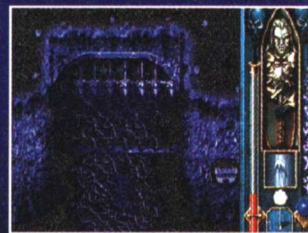
Travel south from the entrance to Willendorf's castle. Use Mist Form to cross the water, and continue south until you reach an island. Here you'll uncover random power-ups.

When you reach the cave entrance to the Slow Time Spirit Forge, enter the cave directly to the northeast to find more power-ups.



In the caves northwest of the Dollmaker, you'll find a save point and

power-ups. Use Mist Form by the entrance of the Dollmaker's to reach an island directly to the south, then explore the east, west, and southwest faces of the mountain to uncover hidden power-ups.



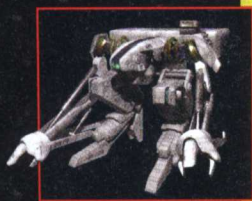
Lightning Magic is found in a cave southeast of Dark Eden, but the cave can be entered only during a full moon.



Southeast of the Gypsy Village is a cave with a rock blocking its entrance. Push aside the rock and enter the cave to find a roomful of human victims chained to the wall along with some power-ups.

BRAHMA Force™

The Assault on Beltlogger 9



COMING SOON TO PLAYSTATION

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THE FIGHTER'S EDGE

GAME-WINNING COMBOS & STRATEGIES

SOULBLADE

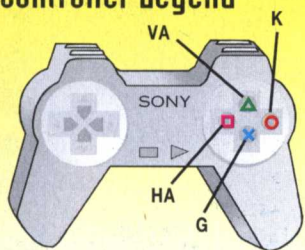
PlayStation
PlayStation



By Bruised Lee

Ten wicked warriors are vying for the world's most powerful sword, the Soul Blade, using every super move, crushing combo, and weapon they have. In this first installment of Soul Blade, we break down the general gameplay skills you'll need to excel in the game's 3D fighting environment, and we give you special moves and combos for five of the ten fighters. Watch for "The Fighter's Edge" next month for the remaining five warriors.

Controller Legend



- HA = Horizontal Attack
- VA = Vertical Attack
- G = Guard
- K = Kick
- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the buttons and directions indicated in sequence.
- () = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

Down But Not Out

Note: Perform these moves when your character is down.

Tap ← = Backwards somersault

Tap → = Forward somersault

Tap ↑ = Roll to the left

Tap ↓ = Roll to the right

Tap HA or VA = Get up and attack opponent's midsection

Tap K = Get up and kick opponent's lower section

Tap G repeatedly = Quick recovery

You can also link recovery moves together to perform more than one move at a time.

Tap (↑ HA VA) repeatedly to recover quickly, roll sideways, and get up and attack opponent's midsection.

Basic Skills

Here are some basic skills you should use during a fight.

Running



To run, tap →, then tap and hold →. As in Tekken 2, you can run toward an opponent and perform a special move. To execute a running attack, tap an attack button while running.

3D Movement

In addition to guard blocking, characters can sidestep incoming moves.



Tap ↓, ↑ to sidestep left, or tap ↓, ↓ to sidestep right.

Note: To attack after you sidestep, tap any attack button.

Knockdown Attack

After you knock down an opponent, you can jump in for an extra hit.



Tap (↑ HA) or (↑ VA) to hit a downed opponent.

Blocking System

The standard way to block is to press and hold Guard. Use this method sparingly because each time you block an attack your weapon meter decreases. When the weapon meter is depleted, your weapon breaks and you must fight the rest of the round with your bare hands!



If you're playing defensively, keep an eye on your weapon meter.

Critical Edge

Each fighter can perform a multi-hit super move. Performing this super move, however, drains half your weapon meter. This is a great last-resort trick!



Tap (HA VA K) to pull off the Critical Edge.

Weapon Clashing

If you time the move just right, weapons can lock together during battle. When weapons are locked, tap any attack button repeatedly to counterattack.

TAKI!



Spinning High Kick



Tap (← K)

Dark Wind



Tap (HA K)

Suplex



When in close, tap (HA G)

Special Moves

Reaping Hook



Tap (↘ HA)

Assassin's Strike



Tap →, tap and hold →, tap VA

Death Spin



Motion ↓ ↘ → VA

Diving Kick



Tap →, tap and hold →, tap K

Knife Point



When in close, tap (VA G)

Winding Top



Tap →, tap and hold →, tap HA

Windmill Kick



Tap (→ K)

Back Flip



Tap ↙

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Surprise Flip Attack



Tap →, tap and hold →, tap (HA VA)

Four-Hit Standing Combo



Tap (→ HA)



Tap VA



Tap VA



Tap VA

Five-Hit Super Juggle



Tap (↘ VA)



Tap HA



Tap HA



Tap HA



Tap (↑ VA)

Five-Hit Slashing Takedown



Tap VA



Tap VA



Tap HA



Tap K



Tap (↑ VA)

Three-Hit Low-High Combo



Motion ↓ ↘ → VA



Tap K



Tap (↑ HA)

Three-Hit Kick



Tap (↓ K)



Tap K



Tap (↑ VA)

Killer Combos



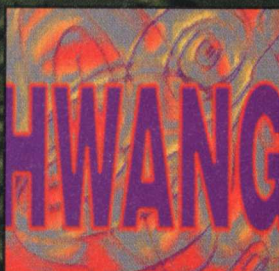
Motion → ↘ ↓ ↙ ← VA



When in close, motion ↓ ↙

THE FIGHTER'S EDGE

Special Moves



High Split Attack



Tap (↓ VA)

Sweep Kick



Tap (↓ K)

Power Thrust



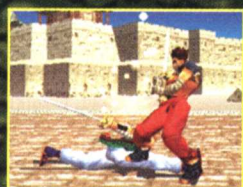
Tap (HA VA)

Kick Fury



When in close, tap (VA G)

Split Attack



Tap (↓ HA)

Backspin Attack



Tap (← VA)

Reverse Roundhouse



Tap (← K)

Uppercut Slash



Motion ↓ ↘ → VA

Super Move



Tap (← VA K)

Low Backspin Attack



Tap (↙ HA)

Charging Thrust



Tap →, tap and hold →, tap VA

Helicopter Kick



Tap ←, (→ K)

Super Slash



When in close, tap (HA G)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

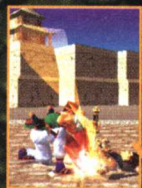
Three-Hit Takedown



Motion ↓ ↘ → HA



Tap VA



Tap (↑ VA)



High Backspin Attack



Tap (← HA)

Spinning Roundhouse



Tap (→ K)

Four-Hit Trip Attack



Tap HA



Tap HA

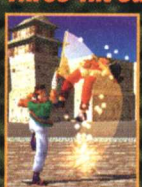


Tap (↓ HA)



Tap (↑ VA)

Three-Hit Juggle



Tap (↘ VA)



Tap K



Tap (↑ VA)

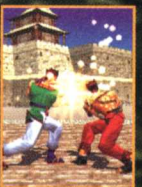
Five-Hit Ground Storm



Tap VA



Tap VA



Tap HA



Tap (↓ HA)



Tap (↑ VA)

Three-Hit Diving Kick



Tap →, (→ K)



Tap K



Tap (↑ VA)

Special Moves

Spear Attack



Tap (↘ HA)

Spin Kick



Tap (→ K)

Overhead Crush



Tap (HA VA)

Blade Fury



Tap (HA K)

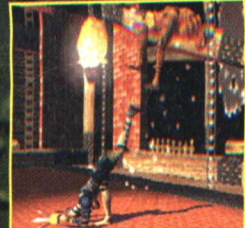
Drill of Pain



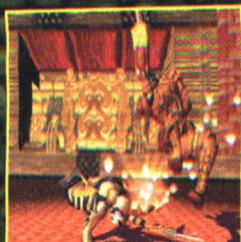
Motion ↓ ↘ ↗ (K)



Tap (↓ VA)



Tap (↙ K)



Tap (↓ HA VA)

Sit and Spin



When in close, tap (HA G)

Super Move



Motion ↓ ↘ ↗ HA

Overhead Swipe



Tap (↙ VA)

Blade Crusher



Tap →, tap and hold →, tap VA

Flip Attack



Tap →, tap and hold →, tap (HA VA G)

Spider Walk



When in close, tap (VA G)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Three-Hit Big Boot



Tap (↙ K)



Tap →, tap and hold →, tap VA



Tap (↑ HA)



Four-Hit Low Stab



Tap (↓ HA)



Tap HA



Tap HA



Tap K

Four-Hit Ground Storm



Tap HA



Tap VA



Tap HA



Tap (↑ HA)

Five-Hit Juggle



Tap (↘ VA)



Tap HA



Tap VA



Tap HA



Tap (↑ VA)

Three-Hit Uppercut



Tap (↙ VA)



Tap VA



Tap (↑ HA)

Special Moves

Spinning Roundhouse



Tap (→ K)

Low-High Combo



Hold ↓, tap HA, tap (↑ VA)

Sweep Kick



Tap (↓ K)

Thunderstorm



Motion ↓ ↘ → VA

Death Drop



When in close, tap (HA G)

Spinning Elbow



Tap (↘ HA)

Overhead Strike



Tap (↓ VA)

Super Move



Tap (↙ VA K)

Twin Harpoon



Tap (HA VA)

The Dragger



When in close, tap (VA G)

Spinning Takedown



Tap (← HA)

Punisher Whip



Tap →, tap and hold →, tap VA

Diving Kick



Tap →, tap and hold →, tap K

Turnaround Attack



Motion ↓ ↙ ← VA, tap (← VA)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Five-Hit Low-High Combo



Tap HA



Tap HA



Tap (↓ K)



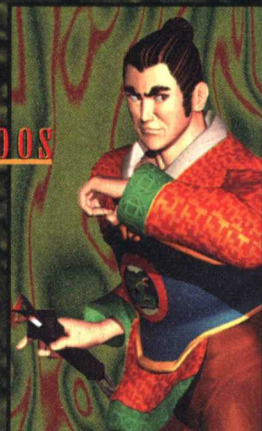
Tap VA



Tap (↑ VA)

Li Long

Killer Combos



Three-Hit Snap Kick



Tap VA



Tap K



Tap (↑ HA)

Three-Hit High-Low Combo



Tap K



Tap (↓ HA)



Tap (↑ VA)

Four-Hit Sweep



Tap (→ HA)



Tap HA



Tap (↓ HA)



Tap (↑ VA)

Four-Hit Dashing Juggle



Tap →, tap and hold →, tap VA



Tap HA



Tap VA



Tap (↑ VA)

THE FIGHTER'S EDGE

Special Moves

Elbow Strike



Tap (↘ HA)

Sword Trip



Tap (↙ HA)

Sweep Kick



Tap (↓ K)

Knee Charge



Motion ↓ ↘ → K

Split Decision



When in close, tap (VA G)

Low Slice



Tap (↓ HA)

Back Fist



Tap (← HA)

Snap Kick



Tap (← K)

Slice and Dice



When in close, tap (HA G)

Super Move



Motion → ↘ ↓ ↙ ← VA

Thunder Strike



Tap →, tap and hold →, tap VA

Phoenix Tail



Tap →, tap and hold →, tap (HA VA)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

MITSURUGI



Killer Combos

Five-Hit Juggle



Tap (↘ VA)



Tap HA



Tap HA



Tap HA



Tap (↑ VA)

Three-Hit Trip-Up



Tap (↓ K)



Tap VA



Tap (↑ HA)

Five-Hit Super Slash



Tap VA



Tap VA



Tap HA



Tap (↓ HA)



Tap (↑ VA)

Three-Hit Charging Slash



Motion ↓ ↘ → HA



Tap VA



Tap (↑ VA)

Four-Hit Slash



Tap HA



Tap HA



Tap (↓ HA)



Tap (↑ VA)

Four-Hit Knee Charge



Motion ↓ ↘ → K



Tap HA



Tap HA



Tap HA

Arcade

STREET FIGHTER III

NEW GENERATION

Basic Character Moves

Cross Counter
Motion → ↘ ↓ ↙ ← P

Chopping Punch
Tap →, RK

Step Straight
Tap →, FP

Lever Blow
Tap →, K



Elena

Ybuki



Special Moves

Kohou
Motion ↓ ↙ ← P

Kubiori
Motion ↓ ↘ → K

Kazekiri
Motion ← ↓ ↙ K

Tsumuji
Motion ↓ ↙ ← K, tap K

Kunai
During jump, motion ↓ ↘ → P

Atama Kudaki
Tap →, FK

Oiura Ken
Tap FP, FP

Kaikyaku Geri
Tap →, RK



Special Moves

Scratch Wheel
Motion → ↓ ↘ K

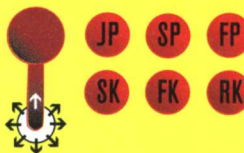
Rhino Horn
Motion ↓ ↘ → K

Mallet Smash
Motion ↓ ↙ ← P

Handstand Kick
Tap →, SP

Slide
Tap ↘, RK

The Controls



P = Punch
FP = Fierce Punch
JP = Jab Punch
SP = Strong Punch

K = Kick
FK = Forward Kick
RK = Roundhouse Kick
SK = Short Kick

Charge = Hold the direction indicated for the number of seconds indicated.

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any → and ← commands.



Alex



Special Moves

Flash Jump
Motion ↓ ↘ → K

Air Knee-Smash
Motion → ↓ ↘ K

Power Bomb
Motion → ↘ ↓ ↙ ← P

Air Stomp
Charge ↓ two seconds, tap ↑, K

Dudley



Special Moves

Jet Uppercut
Motion → ↓ ↘ P

Machine-Gun Blow
Motion ← ↙ ↓ ↘ → P

Ducking Straight
Motion ← ↙ ↓ ↘ → (JP SK) or (SP FK) or (FP RK)

Ducking Uppercut
Motion ← ↙ ↓ ↘ → any two kicks simultaneously





Ken

Necro



Special Moves

Electromagnetic Blast

Motion → ↓ ↘, tap P rapidly

Tornado Hook

Motion ↓ ↘ → P

Snake Fang

Motion ↓ ↘ → K

Fang Viper

Motion ↓ ↘ ← P

Rising Cobra

Motion ↓ ↘ ← K



Oro



Special Moves

Nichirinsho

Charge ← two seconds, tap →, P

Oniyanma

Charge ↓ two seconds, tap ↑, P

Niuriki

Motion → ↘ ↓ ↘ ← P

Jinchu Nobori

During jump, motion ↓ ↘ → K

Jinchu Watari

Charge ↓ two seconds, tap ↑, K



Ryu



Special Moves

Fireball

Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick

Motion ↓ ↘ ← K

Overhead Chop

Tap →, SP



Sean



Special Moves

Ryu Bi Kyaku

Motion ↓ ↘ →, tap K rapidly

Tornado

Motion ↓ ↘ ← K

Sean Tackle

Motion ↓ ↘ →, press and hold P

Dragon Smash

Motion → ↓ ↘ P



Yin/Yang



Special Moves

Kobo Kushi

Motion ↓ ↘ ← P

Senkyu Tai

Motion ↓ ↘ → P

Ze Sho Hohou

Motion ↓ ↘ → K

Zenpou Tenshin

Motion ↓ ↘ ← K

Raigeki Shu

During jump, tap ↘ or ↙, K

Senpuukyaku

Tap →, FK



Special Moves

Fireball

Motion ↓ ↘ → P

Dragon Punch

Motion → ↓ ↘ P

Hurricane Kick

Motion ↓ ↘ ← K

Inazuma Kakatowari

Tap →, FK



PlayStation

Saturn

W^F IN your House

By Johnny Ballgame

Ultimate Warrior

Special Moves

Head Hold
Tap →, →, SP

Side Salto Suplex
After the Head Hold, tap →, →, P

Overhead Lift
Tap (SP SK)

Backbreaker
After the Overhead Lift, tap ↓, SP

Hip Toss
Tap ←, ←, P

Grab Fling
Tap ←, ←, SP

Short Clothesline
Charge P for two seconds, release P

Gorilla Press Slam
Tap ↓, ↓, P

Body Slam
Tap →, →, SK

Side Backbreaker
Tap ↓, ↓, SK

Fist of Stone
Tap SP

Bands of Belief
Tap ↑, ↓, SP

Lightning Bolt
Tap ↑, ↓, P

Jackhammer Punch
Charge SP for two seconds, release SP

Super Pin
Tap ↓, ↑, P, P, P, K

COMBOS
Combo 1
Tap →, →, SP, SK, K, P, SP (repeat)

Combo 2
Tap →, →, K, SK, SP, K (repeat)

Reversals

Reversal 1
Tap →, →, SK

Reversal 2
Tap →, →, SP

Ahmed Johnson

Special Moves

Head Hold
Tap →, →, SP

Pearl River Plunge
After the Head Hold, tap ←, ←, SK

Sidewalk Slam
After the Head Hold, tap ↑, ↓, K

Overhead Lift
Tap (SP SK)

Backbreaker
After the Overhead Lift, tap ↓, SP

Hip Toss
Tap ←, ←, P

Grab Fling
Tap ←, ←, SP

Vertical Suplex
Tap →, →, SK

Jawbreaker
Charge P for two seconds, release P

Dragon Suplex
Tap ↓, ↓, P

Boxing Glove
Tap SP

Speed Bag
Charge SP for two seconds, release SP

Ground Hit
Tap ↓, ↓, SP

Huge Attack
Tap ↑, ↑, SK

Super Pin
Tap ↓, ↑, P, SP, SK, K

COMBOS

Combo 1
Tap →, →, P, K, P, SP, SK

Combo 2
Tap →, →, K, P, SK, K

Reversals

Reversal 1
Tap →, →, P

Reversal 2
Tap ←, ←, SK

Undertaker

Special Moves

Head Hold
Tap →, →, SP

Tombstone Piledriver
After the Head Hold, tap ↓, ↓, SK

Overhead Lift
Tap (SP SK)

Overhead Backbreaker
After the Overhead Lift, tap ↓, SP

Hip Toss
Tap ←, ←, P

Grab Fling
Tap ←, ←, SP

Sliding Choke Grab
Tap ↓, →, P

Backbreaker
When an opponent is on the ground, tap ←, ←, SK

Belly to Belly Suplex
Tap ←, →, SP

Spirit Push
Tap ↓, ←, K

Spirit Pull
Tap ↓, →, SK

Urn Smash
Charge P for two seconds, release P

Bat Attack
Tap ↓, ←, SK

Blue Glove
Tap SP

Super Pin
Tap ↓, ↑, SK, SK, SP, SP

COMBOS

Combo 1
Tap →, →, SK

Combo 2
Tap →, →, K

Reversals

Reversal 1
Tap ↓, ↓, K

Reversal 2
Tap ↓, ↓, SK

Owen Hart

Special Moves

Head Hold
Tap →, →, SP

Belly to Belly Suplex
After the Head Hold, tap ↓, ←, K

Butterfly Suplex
After the Head Hold, tap ↓, ↓, P

Lift to Overhead
Tap (SP SK)

Backbreaker
After the Overhead Lift, tap ↓, SP

Hip Toss
Tap ←, ←, P

Grab Fling
Tap ←, ←, SP

Sharpshooter
When an opponent is on the ground, tap ←, SK

Northern Lights Suplex
Tap ←, →, SP

Sceptor Smash
Charge P for two seconds, release P

Card Shuffle
Tap ↓, →, K

Giant Card
Tap →, →, SK

Card Symbol Punch
Tap SP

Super Pin
Tap ↓, ↑, P, P, K, K

COMBOS

Combo 1
Tap →, →, SP

Combo 2
Tap →, →, K

Reversals

Reversal 1
Tap →, →, SK

Reversal 2
Tap ↓, ↓, P

Goldust

Special Moves

Head Hold
Tap →, →, SP

Curtain Call
From the Head Hold, tap ↓, ↓, SK

Jawbreaker
After the Head Hold, tap ←, ←, P

Belly to Belly Suplex
After the Head Hold, tap →, →, SP

Controller Legend

Run Block Block Super Punch Punch Run Super Punch

Super Kick Kick Kick Block Super Kick

BL = Block
K = Any Kick
P = Any Punch
SK = Super Kick
SP = Super Punch

Tap = Tap the buttons and directions indicated in sequence.
() = Execute commands in parentheses simultaneously.
Note: All techniques are described under the assumption your character is facing to the right. If they're facing left, reverse any → and ← directions.

Funco Mail Order

Nintendo

SNES

SEGA

PlayStation

GameBoy

10 Yard Fight	3	Mario Brothers	5
1942	7	Mega Man 1	13
Adv Byu Billy	3	Mega Man 2	7
Adv Mega Man	3	Mega Man 3	9
Adv Of Lolo	3	Mega Man 4	13
Anticipation	3	Mega Man 5	25
Arkland Game	25	Mega Man 6	13
Back to the Future	3	Metel Gear	3
Bad Dudes	3	Metroid	3
Baseball	3	Mickey Mouse	5
Baseball Stars	13	Millipede	19
Bases Loaded	3	Monopoly	18
Bases Loaded 2	3	Ninja Gaiden	3
Bases Loaded 3	9	Ninja Gaiden 2	3
Batman	5	Operation Wolf	3
Battletoads	5	Pac-Man	25
Bionic Commando	3	Paperboy	5
Black Bass	19	Pinball	5
Blades of Steel	5	Play Act Ftbl	3
Blaster Master	3	Pro Am Racing	5
Boy & His Blob	3	Q*bert	3
Bubble Bobble	3	Q*bert	3
Bugs BnY Bday	7	Ranch Romance	5
Burgertime	5	Rad Racer	9
Cap Games	5	Rampage	9
Cast Skyhawk	3	Rampage 2	9
Castlevania	3	Ren & Stimpy	13
Castlevania 2	3	Rescue Rangers	5
Castlevania 3	5	Rescue Rangers	5
Champ Bowling	13	Ring King	5
Commando	3	Robo Cop	3
Contra	5	Roger Rabbit	3
Defender 2	9	Rush N Attack	3
Disney Adv	7	Rygar	4
Donkey Kong	13	Sesame St ABC	9
Donkey Kong Cls	19	Sesame St 123	9
Double Dragon	3	Shinobi	9
Double Dragon 2	3	Silent Service	3
Double Dragon 3	5	Simpsons-B vs SM	3
Double Dribble	3	Simpsons-B vs Wild	3
Dr Mario	7	Skate Or Die 1	3
Dragon Warrior	3	Spy Hunter	3
Dragon Warr 2	29	Spy vs Spy	9
Duck Tales	7	Star Wars	4
Excitebike	5	Supr Contra	3
Fireaxad	3	Supr Mario 2	3
Fester's Quest	3	Supr Mario 3	5
Final Fantasy	9	Supr MarioDK Ht	1
Friday 13th	3	Supr Off Road	5
Galaga	19	Tag Tm Wrest	3
Gauntlet	3	Tecmo Bowl	5
Gauntlet 2	4	Tecmo Bowl 2	13
Ghost Bttrs	4	Tecmo NBA Bsktbl	7
Ghosts & Gbins	3	Tetris	7
Golf	3	Tetris 2	19
Goonies 2	3	Tiger Hell	3
Hogan's Lion King	5	Tiny Toons	13
Hoops	3	TMNT	3
Ice Hockey	3	TMNT 2	3
Ikan Warriors	3	Tiger Hell	3
Iron Sword	3	Top Gun	5
Jackal	3	Top Gun 2	5
Jaws	3	Track & Field	3
Jeopardy	13	Track & Field 2	3
Jeopardy 25th	13	Vegas Dreams	29
John E. Oback	3	Wheel Fortune	9
John vs Bird	3	Wheel Fortune Fam	13
Karate Champ	3	Wheel Fortune Jr	9
Karate Kid	3	Wizards & Warriors	3
Kid Icarus	3	Wrath Bik Mnta	3
Kirby's Av	13	WWF Challenge	5
Kung Fu	3	Yoshi	7
Life Force	4	Zelda	5
Lit Nemo Dream	3	Zelda 2	5
Major Lb Bskl	3	Mortal Kombt 3	3
Marble Madness	5	Nintendo Deck	18

7th Saga	29	NBA Jam	13
Act Raiser	13	NBA Jam-Tourn	13
Act Raiser 2	15	NBA Live 95	13
Aladdin	25	NBA Live 96	29
Alien 3	13	NBA Showdown	13
Aliens/Predator	25	NCAA Basketball	13
Batman Forever	15	NFL QB Club	15
Batman Returns	15	NHL Hockey 94	13
Beavis & Butthead	25	NHL Hockey 95	19
Big Hurt Baseball	29	NHL Hockey 96	29
Boxing Legends	15	NHL Hockey 97	59
Brain Lord	29	NHL Stanley Cup	13
Breath of Fire	59	NHL Hockey 98	13
Breath of Fire 2	59	NiGt MareX	25
Cap America	25	Paperboy 2	3
Bugs BnY Rampage	35	Pilot Wings	15
Bulls vs Blazers	13	Pitfall Harry	19
Cap America	13	Populous	7
Castlevania 4	13	Power Rangers	25
Chessmaster	45	Primal Rage	19
Chrono Trigger	49	Ren & Stimpy-Vids	15
ClayFighters	13	Robocop vs Term	13
College Slam	29	Samura Shodown	15
Contra 3	25	Secret Of Evermore	29
Cool Spot	29	Secret Of Mana	35
Daffy Duck	19	Shadown	29
Death Valley Rly	13	Shogun FX	7
Desert Strike	29	Sim City	35
Desert Strike 2	25	Simpsons-B Ntmr	13
Desert Strike 3	25	Slim Masters	15
Desert Strike 4	25	Spiderman/X-Men	13
Desert Strike 5	25	Star Fox	13
Desert Strike 6	25	Star Wars Next Gen	9
Desert Strike 7	25	Star Wars	19
Desert Strike 8	25	Street Ftr 2	13
Desert Strike 9	25	Street Ftr 2-Trb	13
Desert Strike 10	25	Street Ftr 2-Trb	13
Desert Strike 11	25	Street Ftr 2-Trb	13
Desert Strike 12	25	Street Ftr 2-Trb	13
Desert Strike 13	25	Street Ftr 2-Trb	13
Desert Strike 14	25	Street Ftr 2-Trb	13
Desert Strike 15	25	Street Ftr 2-Trb	13
Desert Strike 16	25	Street Ftr 2-Trb	13
Desert Strike 17	25	Street Ftr 2-Trb	13
Desert Strike 18	25	Street Ftr 2-Trb	13
Desert Strike 19	25	Street Ftr 2-Trb	13
Desert Strike 20	25	Street Ftr 2-Trb	13
Desert Strike 21	25	Street Ftr 2-Trb	13
Desert Strike 22	25	Street Ftr 2-Trb	13
Desert Strike 23	25	Street Ftr 2-Trb	13
Desert Strike 24	25	Street Ftr 2-Trb	13
Desert Strike 25	25	Street Ftr 2-Trb	13
Desert Strike 26	25	Street Ftr 2-Trb	13
Desert Strike 27	25	Street Ftr 2-Trb	13
Desert Strike 28	25	Street Ftr 2-Trb	13
Desert Strike 29	25	Street Ftr 2-Trb	13
Desert Strike 30	25	Street Ftr 2-Trb	13
Desert Strike 31	25	Street Ftr 2-Trb	13
Desert Strike 32	25	Street Ftr 2-Trb	13
Desert Strike 33	25	Street Ftr 2-Trb	13
Desert Strike 34	25	Street Ftr 2-Trb	13
Desert Strike 35	25	Street Ftr 2-Trb	13
Desert Strike 36	25	Street Ftr 2-Trb	13
Desert Strike 37	25	Street Ftr 2-Trb	13
Desert Strike 38	25	Street Ftr 2-Trb	13
Desert Strike 39	25	Street Ftr 2-Trb	13
Desert Strike 40	25	Street Ftr 2-Trb	13
Desert Strike 41	25	Street Ftr 2-Trb	13
Desert Strike 42	25	Street Ftr 2-Trb	13
Desert Strike 43	25	Street Ftr 2-Trb	13
Desert Strike 44	25	Street Ftr 2-Trb	13
Desert Strike 45	25	Street Ftr 2-Trb	13
Desert Strike 46	25	Street Ftr 2-Trb	13
Desert Strike 47	25	Street Ftr 2-Trb	13
Desert Strike 48	25	Street Ftr 2-Trb	13
Desert Strike 49	25	Street Ftr 2-Trb	13
Desert Strike 50	25	Street Ftr 2-Trb	13
Desert Strike 51	25	Street Ftr 2-Trb	13
Desert Strike 52	25	Street Ftr 2-Trb	13
Desert Strike 53	25	Street Ftr 2-Trb	13
Desert Strike 54	25	Street Ftr 2-Trb	13
Desert Strike 55	25	Street Ftr 2-Trb	13
Desert Strike 56	25	Street Ftr 2-Trb	13
Desert Strike 57	25	Street Ftr 2-Trb	13
Desert Strike 58	25	Street Ftr 2-Trb	13
Desert Strike 59	25	Street Ftr 2-Trb	13
Desert Strike 60	25	Street Ftr 2-Trb	13
Desert Strike 61	25	Street Ftr 2-Trb	13
Desert Strike 62	25	Street Ftr 2-Trb	13
Desert Strike 63	25	Street Ftr 2-Trb	13
Desert Strike 64	25	Street Ftr 2-Trb	13
Desert Strike 65	25	Street Ftr 2-Trb	13
Desert Strike 66	25	Street Ftr 2-Trb	13
Desert Strike 67	25	Street Ftr 2-Trb	13
Desert Strike 68	25	Street Ftr 2-Trb	13
Desert Strike 69	25	Street Ftr 2-Trb	13
Desert Strike 70	25	Street Ftr 2-Trb	13
Desert Strike 71	25	Street Ftr 2-Trb	13
Desert Strike 72	25	Street Ftr 2-Trb	13
Desert Strike 73	25	Street Ftr 2-Trb	13
Desert Strike 74	25	Street Ftr 2-Trb	13
Desert Strike 75	25	Street Ftr 2-Trb	13
Desert Strike 76	25	Street Ftr 2-Trb	13
Desert Strike 77	25	Street Ftr 2-Trb	13
Desert Strike 78	25	Street Ftr 2-Trb	13
Desert Strike 79	25	Street Ftr 2-Trb	13
Desert Strike 80	25	Street Ftr 2-Trb	13
Desert Strike 81	25	Street Ftr 2-Trb	13
Desert Strike 82	25	Street Ftr 2-Trb	13
Desert Strike 83	25	Street Ftr 2-Trb	13
Desert Strike 84	25	Street Ftr 2-Trb	13
Desert Strike 85	25	Street Ftr 2-Trb	13
Desert Strike 86	25	Street Ftr 2-Trb	13
Desert Strike 87	25	Street Ftr 2-Trb	13
Desert Strike 88	25	Street Ftr 2-Trb	13
Desert Strike 89	25	Street Ftr 2-Trb	13
Desert Strike 90	25	Street Ftr 2-Trb	13
Desert Strike 91	25	Street Ftr 2-Trb	13
Desert Strike 92	25	Street Ftr 2-Trb	13
Desert Strike 93	25	Street Ftr 2-Trb	13
Desert Strike 94	25	Street Ftr 2-Trb	13
Desert Strike 95	25	Street Ftr 2-Trb	13
Desert Strike 96	25	Street Ftr 2-Trb	13
Desert Strike 97	25	Street Ftr 2-Trb	13
Desert Strike 98	25	Street Ftr 2-Trb	13
Desert Strike 99	25	Street Ftr 2-Trb	13
Desert Strike 100	25	Street Ftr 2-Trb	13

After Burner 2	25	NFL QB Club 96	15
Aladdin	19	NHL Hockey 94	3
Altered Beast	19	NHL Hockey 95	3
Barnes's Hide Seek	35	NHL Hockey 96	8
Batman & Robin	19	NHL Hockey 97	39
Batman Forever	19	NHL Hockey 98	39
Batman Returns	13	NHLPA 93	2
Beavis & Butthead	19	Pat Rly Bsktbl	13
Bill Walsh Ftbl	4	PGA Tour Golf	19
Bill Walsh Ftbl 95	4	PGA Tour Golf 2	25
Bubsy	19	PGA Tour Golf 3	45
Bulls vs Blazers	2	PGA Tour Golf 96	39
Buster vs Lakers	3	PGA Tour Golf 97	29
Butler Douglas Bxg	5	Phantasy Star 3	29
Cap America	9	Phantasy Star 4	35
Castlevania Blood	19	Pitfall Harry	19
Castlevania Blood 2	13	Pitfall Harry	19
Coach K Bsktbl	13	Populous	7
College Ftbl	7	Power Rangers	13
College Ftbl USA96	13	Power Rangers-Mov	25
Comix Zone	19	Primal Rage	19
Contra Hard Corps	25	Prime Time NFL	15
Cool Spot	19	Quackshot	25
Desert Strike	25	Ridge Racer	29
Desert Strike 2	25	Ridge Racer 2	29
Desert Strike 3	25	Ridge Racer 3	29
Desert Strike 4	25	Ridge Racer 4	29
Desert Strike 5	25	Ridge Racer 5	29
Desert Strike 6	25	Ridge Racer 6	29
Desert Strike 7	25	Ridge Racer 7	29
Desert Strike 8	25	Ridge Racer 8	29
Desert Strike 9	25	Ridge Racer 9	29
Desert Strike 10	25	Ridge Racer 10	29
Desert Strike 11	25	Ridge Racer 11	29
Desert Strike 12	25	Ridge Racer 12	29
Desert Strike 13	25	Ridge Racer 13	29
Desert Strike 14	25	Ridge Racer 14	29
Desert Strike 15	25	Ridge Racer 15	29
Desert Strike 16	25	Ridge Racer 16	29
Desert Strike 17	25	Ridge Racer 17	29
Desert Strike 18	25	Ridge Racer 18	29
Desert Strike 19	25	Ridge Racer 19	29
Desert Strike 20	25	Ridge Racer 20	29
Desert Strike 21	25	Ridge Racer 21	29
Desert Strike 22	25	Ridge Racer 22	29
Desert Strike 23	25	Ridge Racer 23	29
Desert Strike 24	25	Ridge Racer 24	29
Desert Strike 25	25	Ridge Racer 25	29
Desert Strike 26	25	Ridge Racer 26	29
Desert Strike 27	25	Ridge Racer 27	29
Desert Strike 28	25	Ridge Racer 28	29
Desert Strike 29	25	Ridge Racer 29	29
Desert Strike 30	25	Ridge Racer 30	29
Desert Strike 31	25	Ridge Racer 31	29
Desert Strike 32	25	Ridge Racer 32	29
Desert Strike 33	25	Ridge Racer 33	29
Desert Strike 34	25	Ridge Racer 34	29
Desert Strike 35	25	Ridge Racer 35	29
Desert Strike 36	25	Ridge Racer 36	29
Desert Strike 37	25	Ridge Racer 37	29
Desert Strike 38	25	Ridge Racer 38	29
Desert Strike 39	25	Ridge Racer 39	29
Desert Strike 40	25	Ridge Racer 40	29
Desert Strike 41	25	Ridge Racer 41	29
Desert Strike 42	25	Ridge Racer 42	29
Desert Strike 43	25	Ridge Racer 43	29
Desert Strike 44	25	Ridge Racer 44	29
Desert Strike 45	25	Ridge Racer 45	29
Desert Strike 46	25	Ridge Racer 46	29
Desert Strike 47	25	Ridge Racer 47	29
Desert Strike 48	25	Ridge Racer 48	29
Desert Strike 49	25	Ridge Racer 49	29
Desert Strike 50	25	Ridge Racer 50	29
Desert Strike 51	25	Ridge Racer 51	29
Desert Strike 52	25	Ridge Racer 52	29
Desert Strike 53	25	Ridge Racer 53	29
Desert Strike 54	25	Ridge Racer 54	29
Desert Strike 55	25	Ridge Racer 55	29
Desert Strike 56	25	Ridge Racer 56	29
Desert Strike 57	25	Ridge Racer 57	29
Desert Strike 58	25	Ridge Racer 58	29
Desert Strike 59	25	Ridge Racer 59	29
Desert Strike 60	25	Ridge Racer 60	29
Desert Strike 61	25	Ridge Racer 61	29
Desert Strike 62	25	Ridge Racer 62	29
Desert Strike 63	25	Ridge Racer 63	29
Desert Strike 64	25	Ridge Racer 64	29
Desert Strike 65	25	Ridge Racer 65	29
Desert Strike 66	25	Ridge Racer 66	29
Desert Strike 67	25	Ridge Racer 67	29
Desert Strike 68	25	Ridge Racer 68	29
Desert Strike 69	25	Ridge Racer 69	29
Desert Strike 70	25	Ridge Racer 70	29
Desert Strike 71	25	Ridge Racer 71	29
Desert Strike 72	25	Ridge Racer 72	29
Desert Strike 73	25	Ridge Racer 73	29
Desert Strike 74	25	Ridge Racer 74	29
Desert Strike 75	25	Ridge Racer 75	29
Desert Strike 76	25	Ridge Racer 76	29
Desert Strike 77	25	Ridge Racer 77	29
Desert Strike 78	25	Ridge Racer 78	29
Desert Strike 79	25	Ridge Racer 79	29
Desert Strike 80	25	Ridge Racer 80	29
Desert Strike 81	25	Ridge Racer 81	29
Desert Strike 82	25	Ridge Racer 82	29
Desert Strike 83	25	Ridge Racer 83	29
Desert Strike 84	25	Ridge Racer 84	29
Desert Strike 85	25	Ridge Racer 85	29

Overhead Lift

Tap (SP SK)

Backbreaker

After the Overhead Lift, tap ↓, SP

Hip Toss

Tap ←, ←, P

Grab Fling

Tap ←, ←, SP

Power Slam

Tap ←, →, P

Clapper Board

Tap →, →, P

Kiss of Death

Tap ↓, →, K

Gold Dust Throw

Charge P for two seconds, release P

Golden Punch

Tap SP

Golden Kick

Tap SK

Super Pin

Tap ↓, ↑, SK, ↓, ↑, SK

COMBOS

Combo 1

Tap ↓, ↓, K

Combo 2

Tap ↓, ↓, SK

Reversals

Reversal 1

Tap →, →, SK

Reversal 2

Tap ←, ←, P

British Bulldog

Special Moves

Head Hold

Tap →, →, SP

Butterfly Suplex

After the Head Hold, tap →, →, SP

Overhead Lift

Tap (SP SK)

Backbreaker

After the Overhead Lift, tap ↓, SP

Hip Toss

Tap ←, ←, P

Grab Fling

Tap ←, ←, SP

Atomic Drop

Tap ←, ←, K

Belly to Back Suplex

Tap →, →, K

Running Power Slam

Tap →, →, SK

Vertical Suplex

Tap ↓, ↓, SK

Leash Whip

Tap ↓, ←, P

Union Jack Attack

Tap ↓, ←, SP

Choke Chain

Tap ←, ←, SK

Dog Face

Tap SP

Super Pin

Tap ↓, ↑, P, SK, ↓, ↑, SK

COMBOS

Combo 1

Tap →, →, SK

Combo 2

Tap →, →, SP

Reversals

Reversal 1

Tap →, →, SP

Reversal 2

Tap ↓, ↓, SK

Bret Hart

Special Moves

Head Hold

Tap →, →, SP



Inverted Atomic Drop

After the Head Hold, tap →, →, SP

Overhead Lift

Tap (SP SK)

Backbreaker

After the Overhead Lift, tap ↓, SP

Hip Toss

Tap ←, ←, P

Grab Fling

Tap ←, ←, SP

Sharpshooter

When an opponent is on the ground, tap →, ←, SK

Crucifixion

Charge SP for two seconds, release SP

Power Slam

Tap ↓, →, SP

Atomic Drop

Tap ↓, ↓, P

Title Belt Hit

Tap ↓, →, P

Face Rake

Charge P for two seconds, release P

Glasses Flash

Charge SK for two seconds, release SK

Glow Punch

Tap SP

Super Pin

Tap ↓, ↑, SP, ↓, ↑, SP

COMBOS

Combo 1

Tap →, →, P

Combo 2

Tap →, →, SK

Reversals

Reversal 1

Tap →, →, SP

Reversal 2

Tap ↓, ↓, SK

Shawn Michaels

Special Moves

Head Hold

Tap →, →, SP

DDT

After the Head Hold, tap ←, ←, SP

Overhead Lift

Tap (SP SK)

Backbreaker

After the Overhead Lift, tap ↓, SP

Hip Toss

Tap ←, ←, P

Grab Fling

Tap ←, ←, SP

Crucifixion

Tap →, →, SK

Flying Head Scissors

Tap →, →, K

Belly to Back Suplex

Tap ↓, ↓, SP

Flex Aura Projectile

Motion ↓ ↘ → P

Hat Attack

Tap →, →, P

Psychedelic Punch

Tap SP

Super Pin

Tap ↓, ↑, P, SK, SK, P

COMBOS

Combo 1

Tap →, →, SK, SP, K, P

Combo 2

Tap →, →, K, P, SP, SK, P (repeat), SP

Reversals

Reversal 1

Tap ←, ←, SP

Reversal 2

Tap →, →, SP

Hunter Hearst Helmsley

Special Moves

Head Hold

Tap →, →, SP

Pedigree

After the Head Hold, tap →, →, SP

Overhead Lift

Tap (SP SK)

Backbreaker

After the Overhead Lift, tap ↓, SP

Hip Toss

Tap ←, ←, P

Grab Fling

Tap ←, ←, SP

Overshoulder Arm-Breaker

Tap ↑, ↓, P

Vertical Suplex

Tap ←, ←, K

Butterfly Suplex

Tap ←, ←, SP

Bulldog

Tap →, →, P

Cane Smash

Tap SP

Cane Swing

Tap →, →, K

Cane Block

Tap ←, ←, BL

Cane Trip

Tap ↓, ↓, K

Super Pin

Tap ↓, ↑, SP, SP, SP, SP

COMBOS

Combo 1

Tap →, →, P, SP, K, SK, K

Combo 2

Tap →, →, P, SP, K, SK, K

Combo 2

Tap →, →, SK, K, SK, P

Reversals

Reversal 1

Tap →, →, SP

Reversal 2

Tap ←, ←, SP

Vader

Special Moves

Head Hold

Tap →, →, SP

Vader Bomb

After the Head Hold, tap →, →, SP

Overhead Lift

Tap (SP SK)

Hip Toss

Tap ←, ←, P

Grab Fling

Tap ←, ←, SP

Belly to Belly Suplex

Tap ←, ←, K

Choke Slam

Tap ↑, ↑, SP

Animal Punch

Tap SP

Bull Charge

Charge P for two seconds, release P

Massive Roar

Tap ↓, ←, SK

Mask Attack

Tap →, →, P

Super Pin

Tap ↓, ↑, K, K, K, K

COMBOS

Combo 1

Tap →, →, SK, SP, K, P

Combo 2

Tap →, →, K, P, SP, SK, P (repeat), SP

Reversals

Reversal 1

Tap ↑, ↓, SP

Reversal 2

Tap →, →, SP

Super NES

Ultimate Mortal Kombat 3

Kool Stuff, Kooler Stuff, and Scott's Stuff



At the Start/Options screen, enter the following button presses:
 Kool Stuff: Press Right, Up, B, B, A, Down, Up, B, Down, Up, B.
 Kooler Stuff: Press Up, B, A, Left, Down, Y.
 Scott's Stuff: Press B, A, Down, Down, Left, A, X, B, A, B, Y.

Matt Hoover
 Stephenson, VA

An All-Star can take the heat without a fan.



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PlayStation

Contra: Legacy of War

Hidden Codes



Enter the following codes at the title screen. A sound confirms each cheat worked.

Stage Select: Press L2, R1, L1, R2, Left, Right, O, □, R2, L2.

Weapon Select: Press L2, R2, L1, R1, Up, Down, Down, Up. When the game starts, press and hold □ and press △.

More Lives: Press L2, R2, L1, R1, Down, Up, Up, Down.

Unlimited Continues: Press L2, R2, L1, R1, Left, Right, Right, Left.

Movie Player: Press L2, L1, R1, R2, Up, Left, Down, Right.

Bamboo Arcade: Press R2, R1, Right, Left, L1, L2.

Bamboo Gyruus: Press L2, L1, Left, Right, R1, R2.

SFX Browser: Press R2, R1, L1, L2, Up, Right, Down, Left.

PlayStation

Destruction Derby 2

Animated Credits, Credits Video, and Invincibility



Enter the following names at the Enter Name screen:

Animated Credits: **CREDITZ!**

Credits Video: **ToNyPaRk**

Invincible (in Wreckin' Racing and Stock Car only): **!DAMAGE!**

PlayStation

Soviet Strike

Level Passwords and Infinite Lives



Level 2: **GRANDTHEFT**

Level 3: **GROZNEY**

Level 4: **CHERNOBYL**

Level 5: **CIVILWAR**

Infinite Lives



At the level-password screen, enter **ELVISLIVES**.

PlayStation

Wipeout XL

Challenge Mode I & II



From the Essential Options screen, enter Options. At the Options Mode screen, select the Password option. Enter the following passwords for two new race modes:

Challenge I: □○□△○△△○□□□△×□

Challenge II: □○□△○△×□×△△×○○

When you enter the Race Type menu, there will be two new modes—Challenge I and Challenge II.

Genesis

Virtua Fighter 2

Play as Dural



At the fighter-select screen, put the cursor on Akira. Then **press Left** once so the cursor lands on Jacky. Then **press Right** once to put the cursor back on Akira. Keep doing this until Dural appears in a box next to Akira. Now Dural is a selectable fighter.

Emezie Okorafor
Chicago, IL

PlayStation (Game Shark)

Black Dawn

8005fcf0	0064	Infinite missiles
8005fcf2	0064	Infinite rockets
8005fcf4	0064	Infinite napalm

Disruptor

80077680	0000	Rapid fire
80077114	0001	Zodiac
80077118	0001	Plasma

Jet Moto

80176700	0004	Infinite turbos
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King's Field II

801b24e4	ffff	Quick level gain
801b2534	ffff	Infinite gold

Mortal Kombat Trilogy

8003219e	00a6	Player One has infinite health
80032316	00a6	Player Two has infinite health

Pitball

800980cc	0000	Team 1 doesn't score
800980d0	0000	Team 2 doesn't score

Twisted Metal 2

801882f4	0009	Infinite lightning
801882ea	0009	Infinite homing missiles
801882f0	0009	Infinite napalm

Saturn

Machine Head

Level Passwords and Cheats



- Level 1.2 Oil Wells: **Q58NM LDZCQ 4HWGE**
- Level 1.3 Quake City: **TDM75 UH8OT X06BE**
- Level 1.4 Disused Hangers: **VO1PP JCP6V H4ULJ**
- Level 2.1 Termite Swamps: **0F20F 0HX8Y OE95W**
- Level 2.2 Termite Warren: **42W3T JGK-P 5J5H7**
- Level 2.3 Termite Swamps 2: **VR4T2 6EZD5 SHCMM**
- Level 2.4 Infested Catacombs: **1NBCX CXVI6 PA3K1**
- Level 2.5 Termite Hive: **ZF0XD Y5KXJ Q2NGZ**
- Level 3.1 Mountain Pass: **2XVSD AHO3J S2MF-**
- Level 3.2 Icebound Highway: **W0J8H 3Y8-D -7FRU**
- Level 3.3 Above the Clouds: **THYDH OMZDU 3CZFK**
- Level 3.4 Orbital HQ: **1SOJ3 130BP V2MW8**
- Level 4.1 Meadows of Deception: **YCTS6 PUUKS 28SD1**
- Level 4.2 Citadel of Illusions: **Q29LH UDUY4 21FSD**
- Level 4.3 Core: **WS7Y6 HQPIW BOFGK**
- Level 4.4 Unreality: **2RHK4 RB9RU Z1IT2**
- End Sequence: **UP405 C42RI 2MP3P**

Cheats



- Enter the following passwords for these cheats:
- Set All Cheats: **RDS-KKSGDBGD-SR**
 - Remove All Cheats: **ABCDEFGHIJKLMNO**
 - Infinite Energy: **HMEHMSD9DMDQFX**
 - Infinite Weapons: **HMEHMSDVD-ONMR**
 - Level Select: **KDUDK9RDKDBSHNM**
 - Ghost Mode: **--GHOSTMODEON--**

An All-Star dances to chin music.



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PlayStation

Space Jam

Cheat Menu

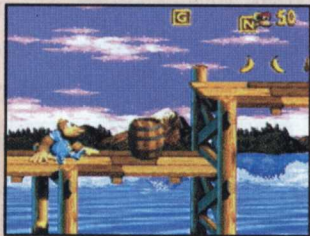
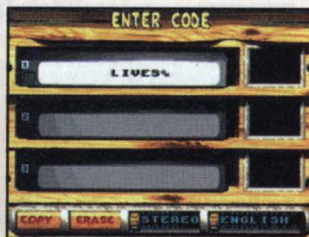


At the Options screen, **press and hold L1, L2, R1, R2, and press X**. A full cheat menu will appear.

Super NES

Donkey Kong Country 3: Dixie Kong's Double Trouble

Change Outfits, Extra Lives, and More



At the Select Game screen, **press L, R, R, L, R, R, L, R, L, R.** The words "Enter Code" will appear. Enter any of the following passwords for these special abilities:

Change Dixie and Kiddy's Outfits: **COLOR**

Christmas Music and Ornaments During Bonus Rounds: **MERRY**

Enable Sound Test: **MUSIC**

Get 50 Lives: **LIVES**

Play a Harder Version of the Game: **HARDR**

Play a Much Harder Version of the Game: **TUFST**

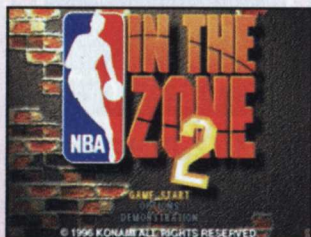
Swim Faster: **WATER**

Cameron Sloat
Edmond, OK

PlayStation

NBA In The Zone 2

All-Star Team



At the title screen, highlight Game Start. Then **simultaneously press and hold L1, R2, Select, and Start** until the next screen. Select Exhibition mode and cycle through the teams until you find the All-Star teams.

PlayStation

Puzzle Fighter II Turbo

Hidden Characters



Note: The following codes work in all modes except Street Puzzle mode. Enter the following codes at the Player Select screen.

Play as Akuma

Player One: Put the cursor on Morrigan, then **press and hold Select. While holding Select, press Down, Down, Down, Left, Left, Left, O.**

Player Two: Put the cursor on Felicia, then **press and hold Select. While holding Select, press Down, Down, Down, Right, Right, Right, O.**

Play as Anita

Player One: Put the cursor on Morrigan, then **press and hold Select. While holding Select, move the cursor two spaces to the right onto Donovan and press O.**

Player Two: Put the cursor on Felicia, then **press and hold Select. While holding Select, move the cursor one space to the left onto Donovan and press O.**

Play as Dan

Player One: Put the cursor on Morrigan, then **press and hold Select. While holding Select, press Left, Left, Left, Down, Down, Down, O.**

Player Two: Put the cursor on Felicia, then **press and hold Select. While holding Select, press Right, Right, Right, Down, Down, Down, O.**

Play as Devilot

Player One: Put the cursor on Morrigan, then **press and hold Select. While holding Select, press Left, Left, Left, Down, Down, Down. When the timer reaches 10, press O.**

Player Two: Put the cursor on Felicia, then **press and hold Select. While holding Select, press Right, Right, Right, Down, Down, Down. When the timer hits 10, press O.**

Play as Hsien-Ko's Sister

Player One: Put the cursor on Morrigan, then **press and hold Select. While holding Select, move the cursor one space to the right onto Hsien-Ko and press O.**

Player Two: Put the cursor on Felicia, then **press and hold Select. While holding Select, move the cursor two spaces to the left onto Hsien-Ko and press O.**

PlayStation

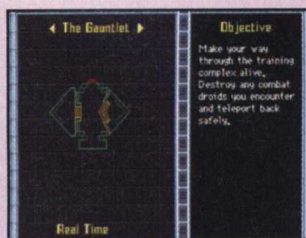
Disruptor

Level Passwords and Cheat Code



- Level 2 Chemical Factory: □○×○△△××○□×□
- Level 3 Rooftops: ×△□○□×△○△△△
- Level 4 Jupiter Station: △×△□○○×○×△□□
- Level 5 Triton: ×○△○□△××□○○△
- Level 6 Mars: ○×○△××□○○×△×
- Level 7 Antarctica: □○×△△○□△×△□△
- Level 8 IO: ○□○×△△×○×△××
- Level 9 Reactor: □×○○△××□○△○○
- Level 10 Orbiting Habitat: □○××□×△○□○△□
- Level 11 Dream: △△××○○△△□□○
- Level 12 Prison: ○□△○×○□△××○□
- Level 13 Fortress: △△×□△△○×○□×○

Cheat Codes



Enter the following codes during gameplay, but not while the game is paused.

Invulnerability: Press and hold Select, then press L1, ○, ○, □, ○, △, ×, ×, ○.

All Weapons: Press and hold Select, then press L1, □, △, □, □, ○, □, ○, △.

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**An All-Star
threw out the
kid gloves when
he put on the
golden one.**



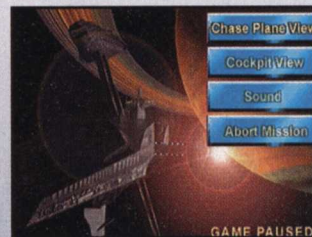
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Saturn

Solar Eclipse

View All Cinematics



Start a game and pause it. Then **press Right, Down, Down, Left, Down, Up, C, A, Left, Left**. Now you can watch all the cinematics in the game.

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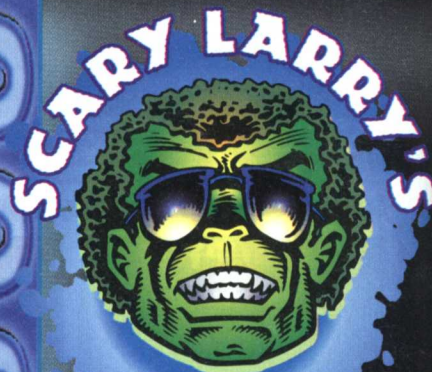
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Christopher Doogan
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(2 min. 27 sec.)

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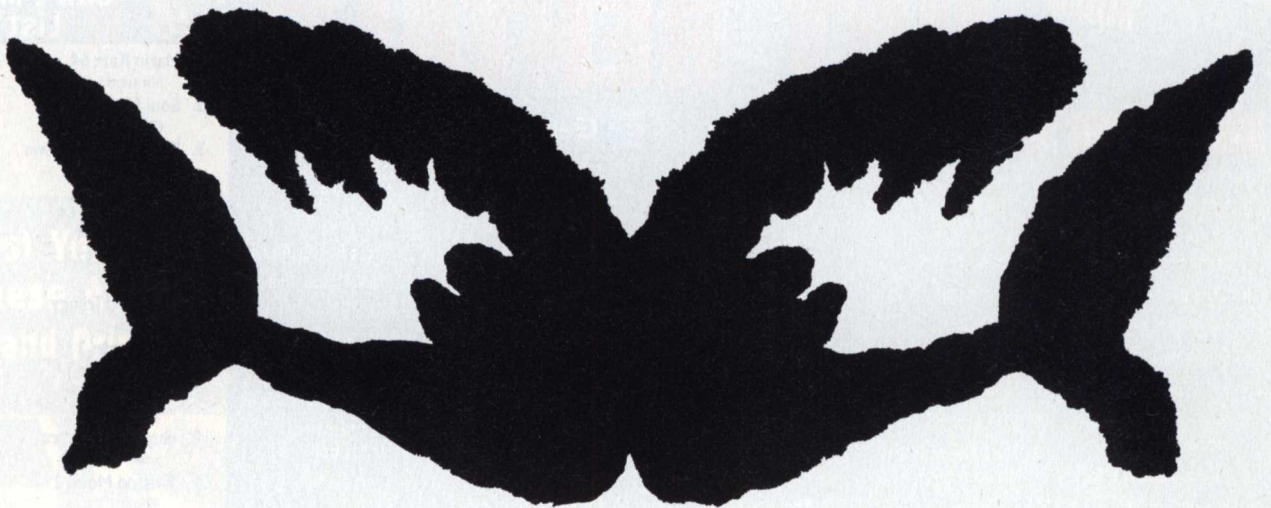
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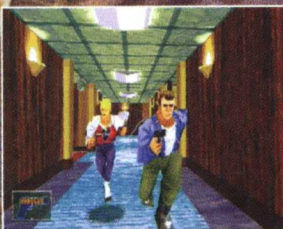
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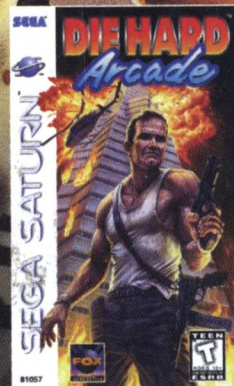


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